

£1.25

DM 7.50

US \$3.50

CAN \$3.50

the GAMES machine

COMPUTER & ELECTRONIC
ENTERTAINMENT

MOST
ENJOYABLE
GAME OF
THE YEAR?

STARGLIDER II

CONVERSIONS COIN-OP

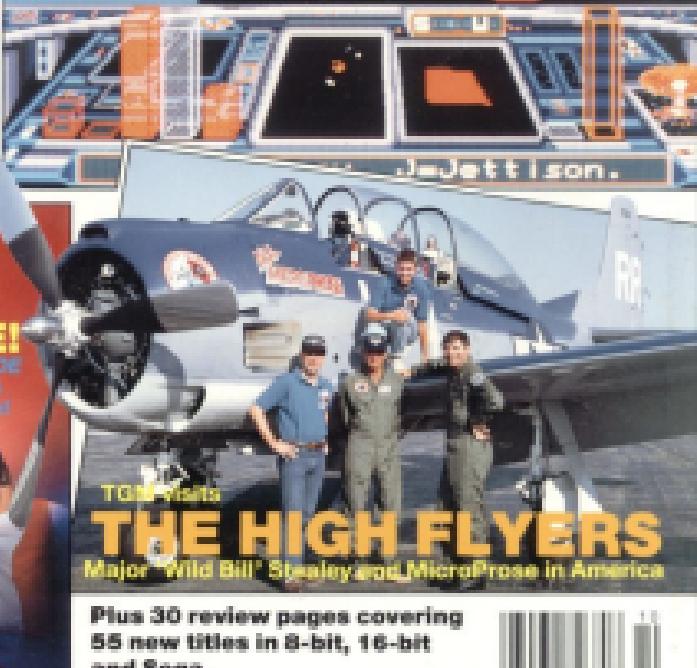
Exclusive coverage of all the latest in-development games for Christmas.

TOUGH GUIDES

TGM's off to 16-bit Europe for some exciting new releases

A DOUBLE DRAGON WIN! ARCADE MACHINE!

The big follow-up to RENEGADE could be yours in our fabulous Melbourne House competition



TO WIN! THE HIGH FLYERS

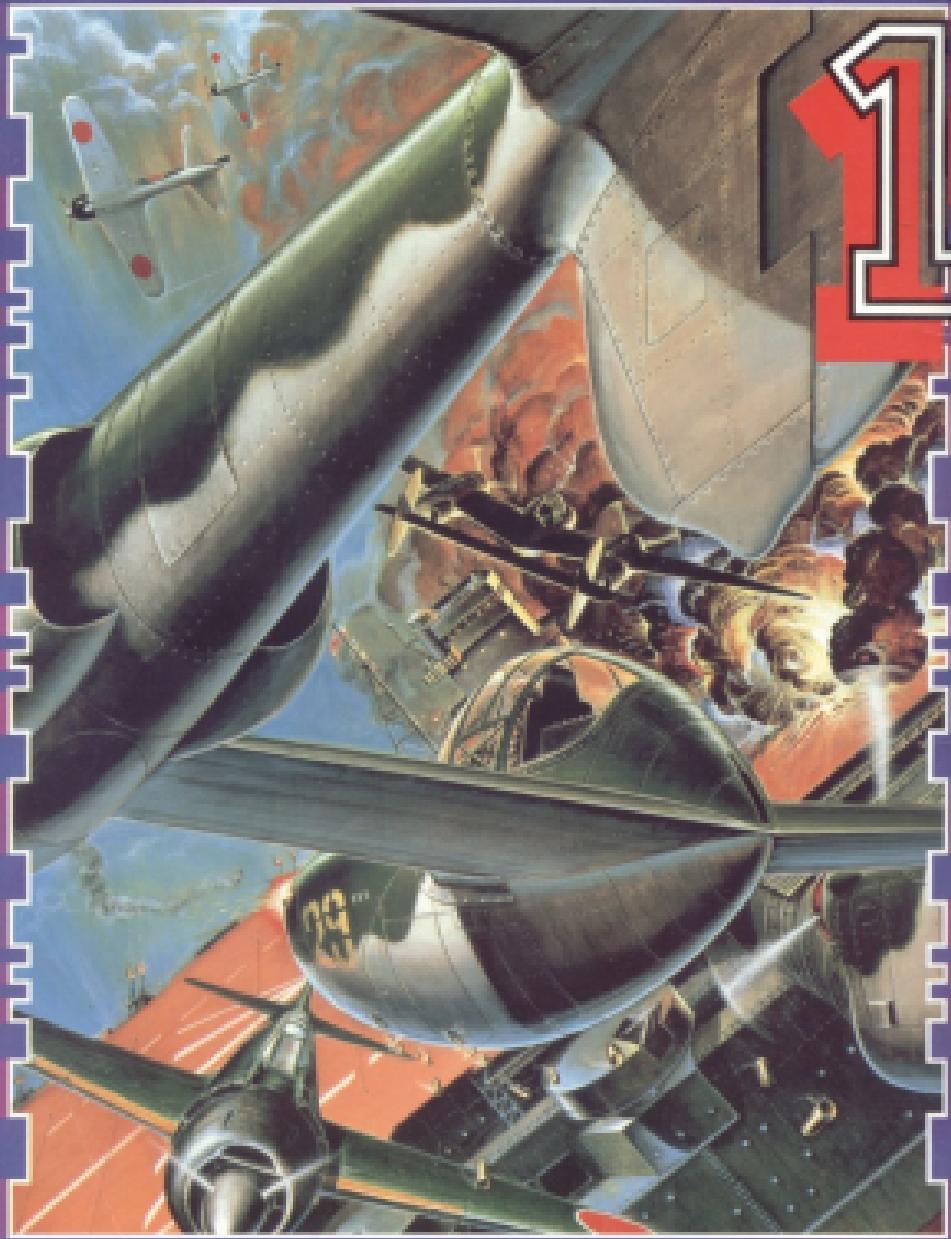
Major "Wild Bill" Steadman and MicroProse in America

Plus 30 review pages covering
56 new titles in 8-bit, 16-bit
and Sega



0 7447 22511 4

WITH YOUR SECRET WEAPONS



CBM 64/128

£9.99 - £14.99_s

Spectrum 48K £8.99_s

Spectrum +3 £12.99_s

Amstrad

£9.99 - £14.99_s

Atari ST £19.99_s

Amiga £24.99_s

YOU CAN RE-WRITE HISTORY

943

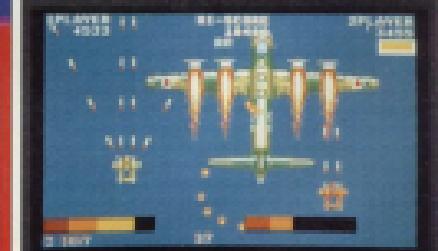
THE BATTLE OF MIDWAY

It was over 40 years ago, at the height of World War II, that the Japanese main squadron tasted defeat off the west coast of the Midway Islands. Some say that this battle greatly changed the outcome of the war, some say under different direction we may now all be living our lives under the shadow of the Rising Sun. This is your opportunity at the controls of your magnificent P38, armed with six secret weapons, to solve the titanic struggle for supremacy against the battleship Yamato and its legions of defences.

"Supreme arcade conflict at its thrilling best"



Screen shot from Midway 3D mode.



CAPCOM™

GIANTS OF THE VIDEO GAMES INDUSTRY

© 1997 CAPCOM CO., LTD. Manufactured under license from CAPCOM Co., Ltd. Japan. CAPCOM and CAPCOM logo are trademarks of Capcom Co., Ltd.
by ESO Media Holdings Ltd., a division of E.S.P. Ltd. Ltd., Suite 2110 Bellini Way, Mississauga, Ontario L4W 4R6, Tel: (905) 669-1999.

WIN!

AN ATARI 520 ST
And copies of smash hit
Ultiminer from Hasbro
See page 60



THIS ISSUE . . .

WIN!



**STARGLIDER
THE
WRIST
WATCH:**
from
Pulsar
See page 96

... AND FEATURE REVIEW
ON PAGE 64

WIN

DOUBLE DRAGON

Arcade Machine Cabinet!
From Mastertronics - This is the BIG ONE!
See page 29



REGULARS

TOM REPORT

Today's hot stories - tomorrow's news for you - the TOM team tells you what's going down

PREVIEWS

With a difference this month! Check out the feature panel on the right . . .

CONVERSIONS: COM-OP

And coin-ops with a difference too! Check out the feature panel on the right . . .

TOM'S REVIEW CATALOGUE

Thirty crammed pages of 50 games (200+ test, 29 16-bit, four Regal) hot from software houses this month!

GETTING ADVENTUROUS

Rob Shear's a bit light on reviews, but packs a powerful punch and offers more tips

GOING RIGHT OVERBOARD

The heights of Ascend and the depths of the Id in PW are revealed

MERCY DASH

If you're at the PC Show NOW, watch out! She may be watching you!

POSTE HASTE

Looks at an unusual subject for a PBM - soccer, plus it's A Crime playing too

FANTASY GAMES

From Games Designer's Workshop something this way comes, John Woods investigates . . .

MUSIC MATTERS

Jon Bates has received to Harlech in Wales, but he's still found Clapton to take apart

READERPAGE

Bitch, moan, mumble, complain etc - and that's just the envelope . . .

INFORMATION DESK

Want to know how to fit a single to a 16-bit dedicated budget? We may be able to help

ENDPIECE

Matt's Trivia Quiz - and something new . . .

COMPETITION RESULTS

Please note that names are printed in this issue. Sorry, but we've cut off most of our winners/have already been notified, and we'll print this monthly in next issue. Phewww!

The **GAMES** **machine**



Page 22

THE HIGH FLYERS

A special TGM report from the USA. MicroProse have rapidly established themselves as masters of the technical simulation and strategy games, with details of new releases like F/A-18 Project: Stealth Fighter, Times Of Lore and Tom Clancy's bestselling Red Storm Rising. John Rose reports from MicroProse HQ in Baltimore, USA.

FEATURES

WHATEVER HAPPENED TO THE NIN-TENDO?

Wasn't it supposed to be the biggest thing since sliced bread? TOM aka Nintendo, Nintendo answers back.

PARTING FOOLS WITH THEIR MONEY

Met Coochster continues his investigation into computer theft, and discovers that you can steal data with the aid of an old floppy ...

TRILLIUM BYTE TRIPS

First of TBM's cyber-punk book reviews goes back to the druggy days of *Metropolis* ...

THE GRITTY FUTURE

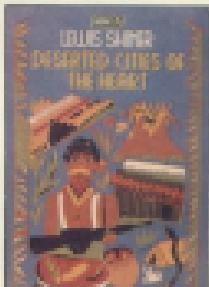
... while Stuart Myrone talks to Interplay (Mord's Tax people) about their involvement with the great LBD guru of the Osborne era, period, Timothy Leary, author William Gibson and the game of *Reincarnation*.

TRIPPING THE LIGHT FANTASTIC

And still in Psychedelic Park, Robin Candy plays Trip-a-tron with Jeff Minter's amazing new 3D light synthesizer.

DRIVING US CRAZY





The earliest issue of this paper can be seen from October 2000.

Contributors: *A. P. Green* (USGS, Tucson) developed the concept of this study; *J. B. Hedges* (USGS, Tucson) led the field work; *R. J. Williams* (USGS, Tucson) and *M. A. Miller* (USGS, Tucson) conducted the laboratory analyses; *S. L. Johnson* (USGS, Tucson) provided the maps; *J. D. Williams* (USGS, Tucson) and *J. C. Hedges* (USGS, Tucson) prepared the figures; *J. C. Hedges* (USGS, Tucson) and *M. A. Miller* (USGS, Tucson) wrote the manuscript.

After a game that has been won by a team that has been beaten by another team, the coach of the winning team says, "We're going to have to play them again."

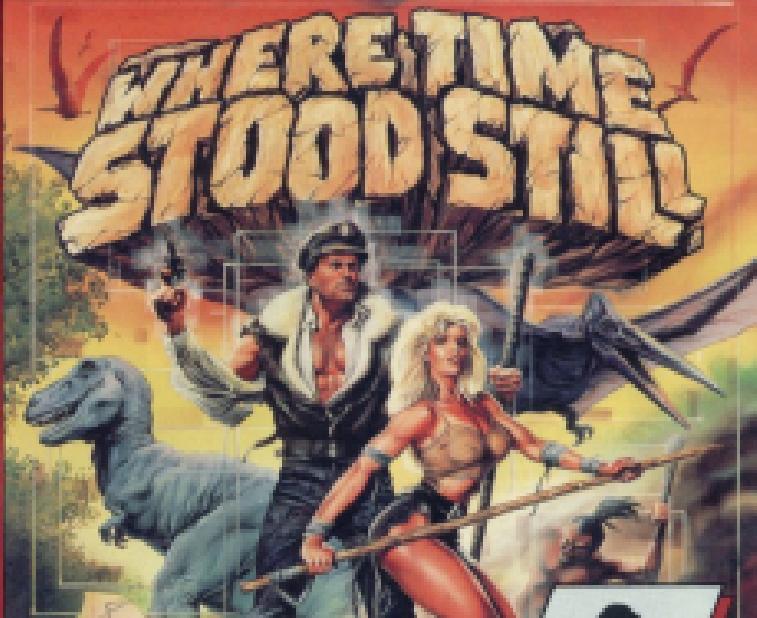
AVAILABLE NOW FOR
ATARI ST & AMSTRAD PC

CAR AWAY IN A LAND
WHERE TIME STOOD STILL...

A Sudden Rock Fall
THREATENS TO KILL OUR HERO

AMSTRAD
PC

ARGHHS!



ocean

DISCOUNTS
0892 82 95 9200 2500
BASIC 0892 82 95 9200 2500
+ 0892 82 95 9200 2500
CPC 0892 82 95 9200 2500
ZX81 0892 82 95 9200 2500
VIC 0892 82 95 9200 2500

ELIMINATOR

Art Project
Video Plugins
Windows 95
Macintosh
...
Reliable...
Relied to you
Moral Guidance...
Action...
Virtually 3D
Graphics...
Interaction is an
unparalleled
experience...
Intense and
destructive...
ELIMINATOR



Commodore
Amiga 1000/500
Atari ST/ST500
Spectravideo 60
Commodore CPC
Available soon.

HEWSON

For Alan Chudy's award-winning PC game, Hewson has created a fast, efficient and flexible game engine. It can handle complex 3D environments, smooth camera movement and simultaneous speech and graphics. Call or write for more information and address:
Hewson, 1000 University Street, Seattle, Washington 98101 USA
(206) 467-4800 Fax: (206) 467-4809

We're on the cutting edge of computer technology. And we're always looking for new ways to make it even sharper.

One two three.

One free too.



With Boots computer games you just can't lose. Buy any three from September 3rd to November 19th and you get another one free. Just ask a sales assistant for the special Collect Card[®] and we'll stamp it every time you buy a game from our large selection of titles. With three stamps on your card, all you have to do is return to a Boots store. And then we'll give the game away.

A better buy at



100 SELECT CARD-ONLY AVAILABLE UNITS. ZONE 10/10/93. ALL TITLES MUST COST AT LEAST £19.99 OR MORE AND BE FOR THE SAME COMPUTER USE. FREE COMPUTER GAMES NOT APPROVED BY COMPUTERS. STAMPS ON THIS CARD ARE MADE BY THE COMPUTER STORES CREDIT.

TOUGH GUIDES

To Computer Europe

Essentials to see the best of Europe: One computer, joystick and this indispensable tough-talking guide to future shocks from a community of continental countries. TGM is open for business . . .



FRANCE

**Don't take it
Lie down . . .**

INFOGRAPHICS

Interesting Infographics (not us) Although being a French cartoon science fiction comic strip (Drawn & Quarterly), Infographics has been written by the UK's newest live comic strip creators—thus inferring where it sits in popularity.

"It just goes to show that British and French taste in software is different . . ." says **Positive Feedback** of Infographics UK. Checkmate has Infographics UK. Don't believe me? Infographics UK. Don't believe me?

screen map displays the floor layout, and where inventories and upgrades are stored.

In Upgrade mode this is the first screen where the character can be controlled simultaneously by two players. Montage certainly looks intriguing in the previous version (TOM has seen), and we'll touch the game in the full ST review next month. Amiga and PC versions will follow just after.



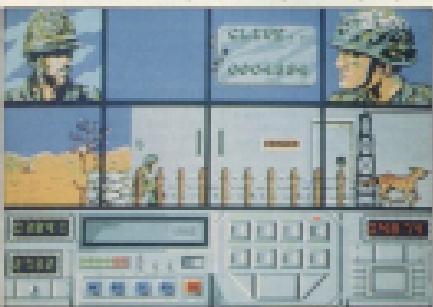
... provide cover for Pang as he creeps through an Embassy interior

ACTION SERVICE Colossal

This year AT&T's micro-computer training in the game released through Infogrames UK.

In principle an advanced assault course, Action Service has a few novel features. Most apparent feature is the division of the screen into eight sections. These represent the monitor screens from which the progress of trained soldiers and the assault course is viewed. Furthermore, TCM releases that the major purpose is to make the simulated assault mission work better.

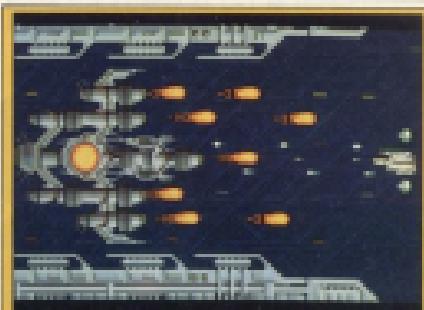
The course has several levels of difficulty - in fact specially arranged practice version there was four - ranging from easier also to well 'red'. There are traps,



Part of the assault course in Action Service. The Amiga port allows players to control sections, while at the bottom of the screen is the status and display equipment

mines, barbed wire, walls, rooms . . . in fact every kind of obstacle object you can imagine would appear to find.

After a tour through the game, you can replay the service and continue with a program writing and game plan for future improvements. Individual mission games in six edition, which allows you to design courses as easy or as tough as you want. In the attempt for £13.95 in September.



MONTAGE/Pangsoft

While we're on the subject of Pangsoft, you're going to need another CD-ROM to play their latest offering, Infogrames' Montage. Montage is the latest edition by David Janssen, with graphics by Steve Huddart, STF to be released on the Amiga later in September. Montage whilst in the other case, and Pangsoft promised us a review copy this month, but due to "unfortunately production schedules" it didn't arrive. What stands you that Montage and Amiga from the month?

Amiga version. The game begins in 2010 in your father's childhood. There has his known invention -- a time machine.

Unfortunately, garage has been demolished, and Pangsoft/Pangsoft imagined. However, your imagination are aroused by the disappearance of a servant, Richard, who has transported himself! into the future.

The ultimate objective is to collect the fragments of Pangsoft in each level in time, to activate the time machine and take it into

that future. But you start in a dark room without knowledge of a light switch, far above where the larger children the time machine is.

However more in September release. Colossal-speed game on CD-ROM for the Amiga STF and Amiga priced £25.99 (which may sound a lot, but works out to £7.14 per disk which seems pretty reasonable unless you've got Pangsoft's excellent packaging in comparison).



P.I.L.

Not so long ago, Americans and British software dominated the European scene, but in the current the advent of 16-bit machines has prompted a flurry of games writing action. For some while, one of the largest of French software publishers (presumably has been Paris-based) is L'Atelier Infogames (Paris). Time for a change, P.I.L. is now based in London's first general arcade action game. P.I.L. has established as the biggest in Europe based on Conversions. Coming on page 104, And they haven't been bringing around either . . .

The atmosphere in the last section of Montage where (Montage) is set

MARSHAL TITLES

Rebel

Not this but already signed are Colonial Wings (Tunisia), Shirok Chateau, Major Marauder (Italy), Flame bolters (UK), Outpost: Alien Clash (UK), Silverstone (France), and P.M.A. - The Radical Alpine Sound and Pacific Mania (Brazil).

P.M.A.'s Radical makes its US debut in January 1990. Previous to the conversion of the month in comes, measurable form are some of the article effects . . .



While Mummy watches, the traps are set in store - *Mummies*



YUGOSLAVIA

101 Dalmatians come to play

Software Horizons/Paradox Software

New company Software Horizons has just set up offices in London. Their official launch is at the PC Show (Stand 2028), if you're reading this at the show,

The European title is *Paradox Software*, a Yugoslavien development, who have written *Yugoslavia* (DOS) & *Three* (Amiga) games for 16-bit machines. The good news is that all Software Horizons' 16-bit products will retail for £14.99.

To their credit, Paradox could almost claim to have written the very first 16-bit product: *Calisto* for the Sinclair QL, programmed by another Micros-Flagger who still works there.

YUGOSLAVIA

Software Horizons

Now a much expanded 16-bit DOS game, *Yugoslavia* is always cracked in the middle of a Glare-participation tournament over many thousands of miles. Whereas still played on a



Asteroids in the sky in the strange space test . . . aliens are the ones about to eat - *Paradox*

similar fashion to *Factorie Operativa PRTF*. It contains not only a host of quality graphics but digitized sound FX too (remember?)

LUXEM

Software Horizons

These players are invited by owners of Amiga, Amstrad with 16x16x24 pixels and more, Commodore 64, plus Amiga, Amiga CD32 and Amiga CD32+ (the enhanced version of the original CD32). The ultimate aim? Why, to rescue a fat princess from insatiable darkness (some things never change).

MARATHY

Software Horizons

Not enough of heroic damage with ammunition and laser beams in space? Then check out the opportunity to become *Mithra*, the Egyptian God godlike. Only TOS/MC68686 offer you such ultimate fun.

First released single-player base strategy opposition in space - *Paradox*



Smart Egyptian governors are tough opposition for Mithra - *Paradox*

Blessed with the power of communication between human and cat form, Mithra is searching the lands of Egypt - and later the underworld - to locate the powerful Book Of The Dead. As they say at this stage of so many titles, *Mithra* is based on a true story - an authentic Egyptian legend between Horus and Ra in battles, action, puzzles and much more.



SWITZERLAND

Out on the piste

LINEL

Based in Linz, Austria, near beautiful Lake Constance, and under the watchful eye of boss Mark Christensen, a group of 25 programmers, artists, musicians and designers make up the Linel team. Currently working on around 20 products for the coming year, Mark has built up what he calls on the back 100 titles in Europe. Linel have already produced many flight simulations here through Microline. But those wonderful guys have joined British out, and Linel will be showing strong in future. They have up at the PC Show (stand 10), so look up Switzerland.

CHIBOT

Lined

An ambitious project, indeed. Linel have arranged to have 1000 of different simulations. Linel say *Chibot* for the ST is the first strategy game to provide players with a detailed graphic landscape, over 10 thousand million pixels on screen. *Chibot* is very flexible. You can compare cities, rule lands and fight off invading nomads. Fighting aggressive? You can also switch other empires or even get friendly and establish trade routes. Alternatively a life of crime can be pursued, looting and robbing caravans as they cross the landmass - though be prepared to pay the penalties.

Whichever road strategy game you enjoy, knowledge of tactics and game strategy play. Chibot is user-friendly through its menu system for decision-making - and the decorative graphics make it more of a natural game.



Using 3D graphics on screen (yes, even land) *Chibot* constructs artistic graphics to strategy

To play, we'll look at the ST and Amiga versions now, and the PC version when it has been fully developed.

SOLOMAR

Lined

Graphics play a large part in Lined's innovative arcade game *Solomar*. Based on a Mayan legend based on this country's, the game is an intense Action adventure that appears multi-layered floating spheres over each other until all the spheres have landed behind one.

Artistic images are the key to success and an enemy has to be located carefully as maximum control of the spheres and the attack. Out in the sunsets for ST and Amiga.



Out in the sunsets for ST and Amiga

DYNADEMIX/LEADER

Lined

Another of the PC Engine's trap options? Not no longer as Lined's arcade adventure *Dynademix* has it has and think what other titles it contains you of should put them right for ST and Amiga owners.

Dynademix features 3D image full-screen options - and on the Amiga the graphics are displayed with 3D effects - screens. Offering Amiga owners a dimensionality of the real

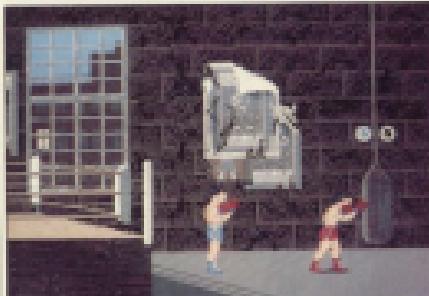




one of the castle rooms, inhabited by enormous bats, leads to the dragon's domain in Bragorner - Antje forces powers of their machines, very local.

The story-teller of a wicked dragon who terrorizes a remote village - made from the village have to sacrifice a virgin to the beast in order to prevent destruction. The only way to stop the dragon's reign is for our particularly fearsome adventurer to locate the secret weapons of a malcontent, across the dragon's lair and escape it.

Graphically, Bragorner is impressive, and there are hundreds of locations in villages, forests and the mountains which could last 200 hours.



THE CHAMP

U.S. Gold

Endorsed by the World Boxing Council, latest version takes boxing simulation 'The Champ' to the limit.

It follows the progress of a novice boxer from a street-fighter training to hit the big time as WBC Champion of the World. "The Boxing" has realistic all-comer mode with 30 categories, and allows a referee to make every play as followed - though you can break him out, you still being beaten.

For one or two players 'The Champ' also features Image Sparring and over 1,000 frames of animation, 11 offensive and defensive moves and a couple of illegal maneuvers. Available for the Amiga, Atari, Commodore 64/128 and Commodore 64/128 expansion as follows:

The Champ goes in for some training before a match - Antje scores.

GERMANY



Pot of gold at the end . . .

RAINFOREST ARTS

Germany supports several computer magazines - best-known, perhaps, is Happy Computer - but home-grown games haven't yet

peneetrated to the extent that French-based Rainbow Arts, through its Rainbow Arts label, already made an impact in the UK. Their label, released through SOFT, but under the Rainbow Arts label, is almost ready.

JOAN OF ARK

Rainbow Arts

Waitress for a longer preview next month of Rainbow Art's epic action adventure game, Joan Of Ark. This Dondeval-based company's first efforts prove an Oscar Oscar Games' Joan Of Ark is easily different in style although it keeps the same polished graphics. Taking the form of a film (involving the Queen of the Crosses) in six, the game is for 16-bit Mac, with a Commodore 64/128 version expected. Stay tuned.



HOLLAND

Tulips are better than one . . .

BOYS WITHOUT BRAINS

The Tough Guide entry for the Netherlands is admirably frank,

but, sufficing our correspondent assumes, are holding up. Meanwhile, the marketing department, the Boys Without Brains, are hard at work on their follow-up to FlapJack.

RAMBOOD

Thomson

Carey Dutton programmes, The Boys Without Brains - creators of FlapJack (1988 £9.99 SOFT) - are delving into their Oompa-Loompa's toolbox to find a game with the Gauntlet-in-classic's title of Rambood.

Although little is known at present, it's a massive shoot-em-up with a silly eight-way direction, shooting bonus. Plans are afoot for a Christmas release if the system holds, and we'll bring you the full preview very shortly.



SPAIN

On the Costa del soft

TOPSOFT

Algorithmic, Topsoft are the only Spanish programming company to have broken into the UK market. There are many Spectrum games released through various British software houses here, and the last few

months, through U.S. Gold, it was a gratifyingly consistent series of offerings. Now the Madrid-based company have just completed the Mad Mix (game), which U.S. Gold are publishing as the first part of their promotional bit-sprawl Flap Jack.

MAID MIA GAMES

U.S. Gold/Topsoft

Twelve levels of a maze game starring Maid, a poised, marching creature, who loves nothing more than to pull across other women. (Family advice: we mean no personal bias damage - but Maid's got a trigger-happy maid alter ego to knock them back.) Maidmix (part 1) will, yes . . . it's similar to FlapJack and the likes and closer cousin, MadMix (see the first of the Flap Challenges running on several BBC micros). Under the packaging is a high score card for U.S. Gold. If you beat it you are automatically升級 into a free print-out.

The Mad Mix Games package



is sold and dangerous to know . . . especially for the ghosts in Mad Mix Games - deadlocked scores.

an unlikely like this you need this on the Commodore 64/128, Spectrum and Amstrad CPC 6128.

£7.99 cassette and £11.99 on disk, with an 87 version in development. Review later issue . . .



GREAT BRITAIN

Best of British for September . . .

ALL SORTS

Island of roast beef, Yorkshire pudding and French mustard, cold comfort and Shakes Peat, Britain needs no introduction to regular TIGR readers — after all, loads of us have to live and breathe here. So, on with the entries . . .

FUSION

Electron Arts

When we've got an Amiga along — swish, shiny, sleek and simple guidelines to follow. Our designers are often pleased where the action takes place. Two include many places for missions such as, alien bases, rotating plasma spheres, UFOs and mysterious energies. These include many modes for the player's ship defence systems,

lasers shields with multi-target indicators. Fusion includes a 'totally innovative feature' — an information panel with an integrated three-line alien message viewing system. Price: call the game something powerful . . . like Fusion.

Amiga £19.95 Electronically Fusion is a graphical shoot-'em-up written by Building Productions to be published by Electron Arts in October.



March counter-thruster arguments, anyone? — clearly that's Fusion — Amiga version

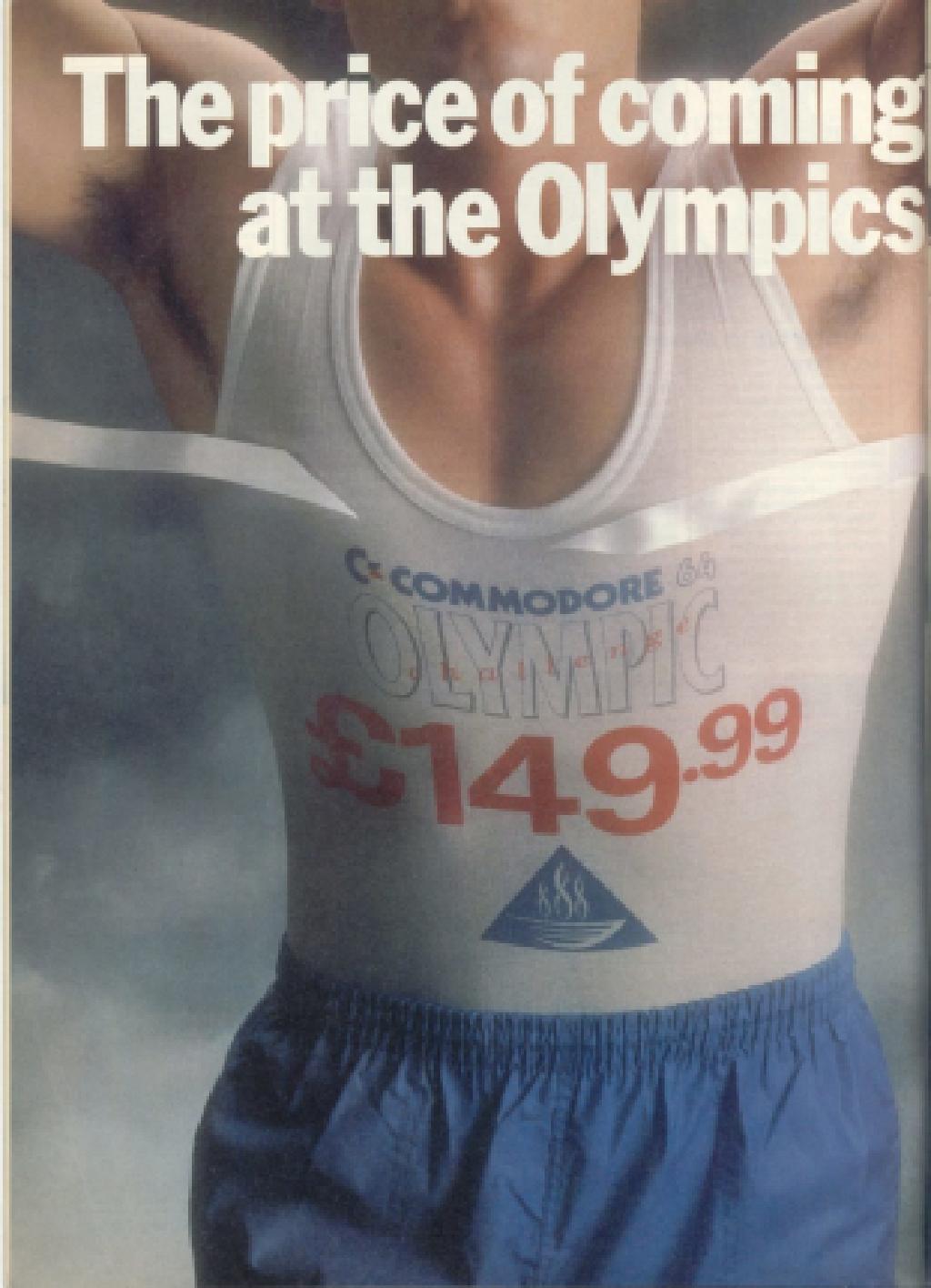
ELITE IN THE DARK
The science fiction shooting game title hits the ST on September 20. After the phenomenal success of its original incarnation, the latest colour enhanced version of Elite's space thriller needn't



Elite: In The Dark

Elite: In The Dark</

The price of coming at the Olympics



COMMODORE
OLYMPIC

£149.99

888

first

If you weren't selected for the Seoul Olympics, no need to feel out of the running.

Because everything you need to compete in all the events is right here with the Commodore 64 Olympic Challenge pack. And at only £149.99, your gold medal's practically in the bag.

Here's the C64 Olympic line-up...

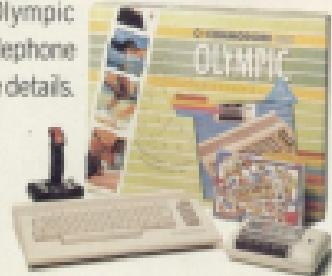
- * C64 Computer, the latest version of the world's best-selling computer.
- * Cassette unit, for simple loading of programs.
- * Joystick to put you in complete control of screen action.
- * Plus all the excitement of 10 great sporting games.

On day one, you can use all your skills and reflexes to race against the clock in the track and field events.

Or take up the challenge of world series baseball, weightlifting, football, tennis and the championship title fights.

And when the Olympics are over, you can then go out and grab the best beat 'em ups, one-on-one, adventure and simulation games that really come alive on the C64.

There's only a few days to go before the opening ceremony, so make a dash for your local dealer and ask about the C64 Olympic Challenge pack. Or telephone 0800 800 477 for more details.



GET TOU

WIN YOURSELF THE **DOUBLE DRAGON** COIN-OP – IT'S DEADLY!

This is the big one... Melbourne House have teamed up with TGM to offer you the chance of winning the original arcade-Hit coin-op Double Dragon. It's that mean, mean, fighting machine that has everyone hooked in the arcades.

Taito's Double Dragon is scheduled for release on Spectrum, Commodore 64/128, Amstrad CPC, Atari ST, Amiga and PC by Melbourne House in October – and they're promising a brilliant conversion.

The task of converting Double Dragon (the sequel to Renegade) is in the ablest hands of Manchester-based Binary Design, well-known for

many excellent arcade conversions.

Double Dragon's theme is violent, but it's all in a good cause. A gang of putases have kidnapped your girlfriend and are holding her prisoner in Plaza HQ. You and your brother (playing simultaneously on screen) are on the warpath, set to rescue her.

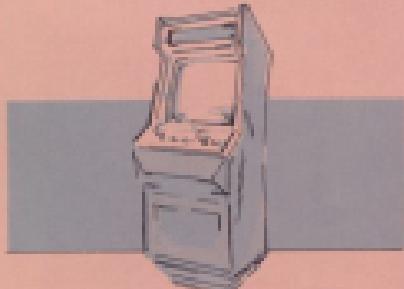
The action takes you through many sections in downtown streets, all filled with angry opposition. Defeat one bunch of putas and have a bash at the next; you may end up battered and scarred, but it'll all for love! Left: Right!

FIRST PRIZE

Double Dragon arcade machine in full Complete in cabinet, the coin-op has all the joysticks and buttons for two players. And the best bit is that you won't have to spend a penny on playing it (except that price of a stamp).

Melbourne House will deliver the machine to your doorstep (and might even help take it upstairs...). So there's no worry about having to collect it from somewhere in London. House and hog it at the very home.

There's only one machine – and only one first-prize winner. But it could be you!

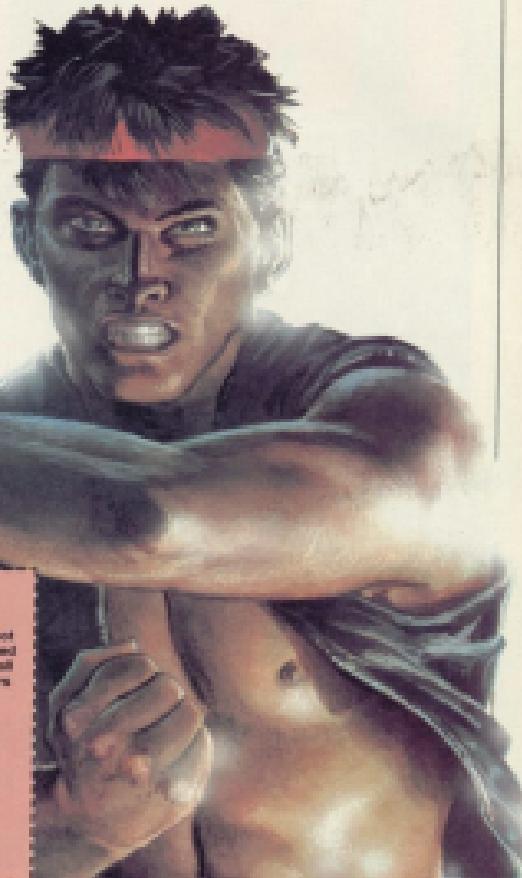


RUNNERS UP

For TEN runners-up there is a copy of Double Dragon on any format, and a copy of *That's What I Call Music*; 10 – the stupendous double album (on cassette or LP) featuring Dr Express, Marvod Red, Communica... – in fact 20 top chart hits from this summer's musical types.



HIGH!



THE COMPETITION

It's a wordsearch with a difference. The difference? We're not telling you where the words are. Well, not exactly. We've scattered ten words from the hundreds on this page. The starting letters of each word are Double Dragon and they're all more than four letters long. Go find 'em and ring 'em.

M	A	S	T	S	E	O	N	A	B	O	H
K	R	I	K	E	H	X	V	S	I	O	F
H	O	M	D	Z	R	V	M	O	U	T	A
F	I	G	H	T	U	E	G	D	F	E	L
O	T	E	S	U	O	H	L	D	M	E	N
U	S	C	A	P	P	A	Y	A	L	E	N
V	T	B	R	A	L	G	H	G	C	Y	O
D	O	U	B	U	L	E	S	E	U	R	R
O	J	D	R	H	M	M	N	O	G	A	R
B	M	D	E	A	M	A	B	H	F	E	D
L	M	R	M	A	G	H	I	N	E	R	O
E	R	M	O	R	F	E	T	Y	E	Y	B

Name _____
Address _____
Postcode _____

Age _____
Computer Game _____

Entries must arrive by October 20. Post correct entry pulled out of the hat on that date wins. All competition rules must be followed (see inside) or we'll throw out the punter.

The address is DOUBLE THROBBIN' COIN-OP CO., THE QUAKER MALL, PO BOX 112, Custer, Wyoming 82612.

THE HIGH



MicroProse HQ
Peter Baltimore,
Maryland, USA



Major William Stanley is perhaps one of the best-known and most charismatic figures in the home computer industry. His gung-ho approach to life and business, together with his remarkable power as a sales pitch, has guaranteed him a high public profile, which he has used effectively.

Lots could have been said to the success of the company he founded, as founder and senior vice-president, Sid Meier. The story of how the company was formed is unusual.

In 1982 Meier and Stanley, both employees of Scientific Instruments Corporation, were playing an arcade game of aerial combat – *Hot Seats* – while attending a conference in Las Vegas. Stanley, a former USAF flight instructor with experience of flight simulators, complained of the game's quality after Meier had fun by analysing its algorithms.

Meier said, "I can design a better game in a week!" To which Stanley replied, "If you can, I can sell it."

In fact *Hot Seats* was sold very quickly to a player, but it was the first step on the success ladder for the company.

A major distributor planned Stanley shortly after, to place an order for 500 copies of *Ace*, and suddenly the business was to begin a mad order explosion. *Chopper Rescue* – the first ever newspaper game – was the next title to be released, funded by ECA.

September 1985, Stanley recalled, he had to lay off staff. He took on three. Now MicroProse employs 90 at its Welsh headquarters, and 50 in the US. Steven Bell was appointed U.S. Managing Director in 1986. In 1988, Stanley and Meier invested \$1.5m apiece in MicroProse. Today it's worth £20 million, and by 1990 Stanley predicts a

Major William Stanley and Sid Meier turned \$3,000 into \$20 million in six years. They did it as MicroProse. From Hellcat Ace to Red Storm Rising, the games keep coming – and winning. TGM's John Rose flew to MicroProse HQ in Hunt Valley near Baltimore, Maryland, USA to learn the secrets of their success and play-test the latest games currently under development:



company value of £100 million. Offices were recently opened in Paris and Tokyo, and additional operations are planned for West Germany and Australia during 1990.

I kinda like that

It's the one thing peculiar about this success story; it sounds that it's a very obvious one.

Looking around the Maryland headquarters acknowledging programmes, game designers and play-testers, the feeling of common interest is present in over whelming.

The company treats its employees extremely well, a policy which evidently pays off. MicroProse is profit-sharing, besides money for shares, annual reward trips and a clause that Christmas bonuses for staff of £1,000-1,500 are not uncommon. When they visit, UK programme writers

I FLYERS



SOCER

AN UNBALANCED T has to play offering and goals on its way from MicroProse. Soccer is a simple soccer which poses addictive challenges. Based on above, you beat the ball, perform tricks and execute the various moves and listed by rule. Available in your speed to run the match.

The two features include another round of 10 and an action replay sequence whereby the watching it has video-ready, complete with "W" in the corner of the screen.

given £1000 per month, in hand, plus free use of a family apartment.

In fact the British programmers who have managed to find the Blue Valley headquarters have more freedom in developing a StarCraft II. The conditions of employment are extremely good. Clean offices, light and spacious, programmers work the working. All the latest equipment is kept to develop on, if you want a C-computer, or whatever, you get it.

But what else keeps the programmers happy? Well, there's the good weather, the people are friendly and there's more freedom in Baltimore than even the heroes could dream to experience. Then there are the full games, the bars, cheap compact discs, all-night movies, cable TV, fast cars...

Product development time can be several years - creating a notable case - and that's before the

play testing and quality control.

MicroProse's commitment to quality is visible from its and MicroProse's claim that you get what you pay for in a fair one. MicroProse developed overhead and air of the video board games that are synonymous with MicroProse's reputation can be directly attributed to precision. However Bell informed me that the make-up for most of the products in Europe can be counted in increments rather than dollars. There is no doubt, in the UK, US, EU, per half, or even less, that your American counterpart has to shell out.

Open any game box, take out the manual and you cannot fail to be impressed at the level of detail and accuracy that has gone into it. MicroProse employ resident game designers - not necessarily programmers themselves - whose role is similar to television researchers, and it's they we have to thank for the level of detail that goes

into the games.

Tom Clancy, author of *Raid Stress Rising*, was indoctrinated by the former US Navy Secretary when he read *The Hunt For Red October*, then if Clancy was in the military he would have been court-martialed for revealing classified information. It's likely that some of the details that have gone into the computer version of *Raid Stress Rising* are equally sensitive, and it's still no clear how all of the information in the manual for the F-19 Project Stealth Fighter was come by.

The quality control department can hang on to a game for six months before giving it release. The play testing are rigorous, they simply won't let a game past their suspect there's a serious bug hiding somewhere in the code. This is no reason Atari ST systems have been long waiting for months for the release of *Conquest Approach*.

Steve Stanley: "My objective is to bring out an

F-19 PROJECT STEALTH FIGHTER

THE BIGGEST and biggest flight simulation released this year is the F-19, with F/A attack. "Once boy I'm going to fly away I can fly, I've got lots of big wings - I'm down, for a class, I'm never scared again..."

This state-of-the-art F-19 was nothing short of staggering. F/A fighter simulation is an industry crowd, but, well, they are. What's more, speed hasn't been sacrificed, and that's where those 30 programs per second really come in. However, you will need F/A and you'll probably have to wait until before the new version in August.

The reported F-19 is superb. You fly over solid 3D terrain represented by solid buildings, bridges, roads and just anything you'd find floating floating around the horizon out or another horizon around the world.

All the great franchises that were in the original F-19 are here, but with enhancements. In this final version not only will you be able to blow up a bridge, but you'll be able to go back and see the shooting article you've left behind. You could just be the best military flight simulator that we've seen.

SAMURAI

MICROSOFT SAMURAI is based upon dealing with the chaos of 40 separate programs, simultaneous attacks and strategy elements. Samurais come in abundance in Phoenix - the fighting sequences look quite familiar. However, in Samurais you move vertically. The reason, the programmer informed me, is to increase the feeling of the swooping down strokes of the mighty samurai sword.

Essentially a complex programming puzzle with attack and defense mechanics. Your objective is to try to throw over 1000 consecutive Japanese swords. It's possible to use as many swords, however you increase your chance of success, you find it very difficult.



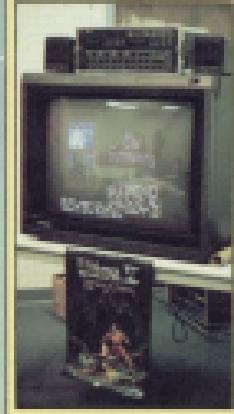
CONVERT ACTION

AN GOOD APPROXIMATE you square with responses similar to those in *Antoine's Ranger Choice* which try to pull off the grand finale - CIA, MI6 or MI5/MI6 - or the bad guys - KGB or the SOVIET KGB. If you don't know, are the French - and this is a paper issue, not another?

Choosing a point of view approach, your objective is to penetrate embassies, government buildings and military installations. A programming codice means that there are well over 1000 possible spots to meet, each with their own identity and characteristics. Shared this year first on the CD, it promises to be a lot of fun.



High above the rugged hills of Maryland, Major Tom [sic] Stanley makes a return journey for a "last-day ride" ...



TIMES OF LONE

ACROSS SYSTEMS, a division of MicroProse, has been producing massive computer games for years. The last (and still) addition to the range are *Times of Lone*, and it's a departure of sorts from previous titles.

In *Times of Lone* you can take the role of a knight, barbarian or halfling travelling through a desolate, sprawling and interesting terrain. Enclosed houses, picking up supplies along the way and interacting with civilians. It may sound like classified but, as the programme is quite expandable, *Times of Lone* is not a dragon game.

The land consists of a 32 x 160 square grid. Programs in real-time commands with "impatient" opposition were go on carrying out their various tasks irrespective of what you're doing, and the cursor gets darker and lighter according to the time of day.

One of the game's clever features is its use of aspects. Unlike many other games, *Times of Lone* presents you with aspects in blocks relevant to a particular point in the game. If you need, for some reason, open a door, then the option "open door" (which will appear in the word-stack). Similarly, when a road is longer than 4 units it disappears from the screen.

It takes the game between three days, armed with a map, to complete, so most players should be kept happy for some time.

Times of Lone is available in the UK now.



Times of Lone: two of the developers working on the game



RED STORM RISING

TIME SLANDER's number 1 bestseller, *The Hunted* (read one over like the atmosphere, more, that's quite pits and the American Dream. One many MicroProse simulations, yet putting more dubious aspects of the philosophy of the book forward, and put us with verifying the game.

For the control of an American nuclear submarine at the outbreak of World War II, at first sight the game looks similar to *Silent Service*, but there are more differences than similarities. For one thing the weapon systems are far more advanced.

There are lots of video screens in the game. If the Russians win, a graphic shows the red flag flying over the White House; a sequence that had even Major Bill Conning (no longer alive).

Robert Ruark always asked Clancy when presented with the book, "Who wins?" Clancy replies, "The good guys, sir." They're probably closer to it.



video in a year", a vision which might be considered conservative when compared to some US software houses. However, if just performance is anything to go by, the quality of these titles will not be in doubt.

"If Clancy was in the military he would have been court-martialed"

Stanley knows that the power of continued investment in research and engineering. On the computer side, MicroProse will continue to produce simulation software aimed at the slightly more adult audience (14-year-old kids and up), because, Stanley believes "everyone is heading towards simulations in general". However, it's his assessment: "It's a tough decision to make if you're a computer company or an enter-

tainment company. We've kinda lost" that legitimately interesting.

Of the 1,000 titles released in 1990, 500 have been aimed at some sort of hardware and software. It is here that some of the most exciting development is taking place.

Solid realities

Gene Lipkin is in charge of what's known as 3-D Technologies, which is the 3D-graphics division of his master. Impressed though he is by the multi-dimensional cartoon-like graphics of current video arcade machines, he isn't looking at the release of computers which will revolutionise graphics and gameplay standards.

Sharing the components of traditional MicroProse simulations with the quirky fun of the arcade machine, Lipkin's currently developing

EGA RULES USA

It's not news for Amiga and Apple II users as far as MicroProse are concerned, that great if you're a Commodore 64 or CPC user. The American market remains, as ever, highly different to that of Europe. Stanley relies on the 16-bit market to "out-earn 80%" indicating that whilst acknowledging the dominance, the investment in software titles is not as fierce. The major problem as far as these companies are concerned is that the USA is one of obsolescence.

One American journalist said that there were only two steps in MicroProse's career: one could be an Amiga, and only a handful of units shipped. Another is the PC (MS-DOS) which is outselling the ST. In 1987, MicroProse's market share in the States was 40% each for the C64 and PC, with the remaining 20% being taken by Apple, Mac, and smaller others. It's not possible for UK games players to stop buying PCs as soon as they are 2-3 years old.

Unsurprisingly Lipkin is remaining quiet at this stage, but the first machine will be a flight game and it will hit the UK shelves in the first quarter of 1991. Stanley is also hinting at a big new hardware development - something like the movie *WarGames* which will be revealed for the 1990 PC Show in London. Can you wait?

Next month John Ross goes flying with *WarGames* himself - bring a sick bag, it could be stomach-churning ...

Lancelot



Travel back to the
Age of Chivalry when
knights were bold,
slipping across the countryroads
and rescuing damsels in distress.

Level 9 recreates the time of
knights and the Knights of the
Round Table in their greatest
adventure yet. Lancelot consists of
three inter-linked adventures, spanning
the complete saga from the foundation
of the Order to its finest hour - the quest for
the Holy Grail.

Guide Lancelot through his many exploits at
Camelot, battle with wayward knights, and win the
love of Guinevere and Elaine.

The challenge which has fascinated treasure hunters
through the centuries is now yours - and you'll need all
your strength, wit and courage to achieve your goal.

Inside every box there's a detailed guide to
playing Level 9 adventures, a background story to
the classic legend, a parchment map of Arthurian
England - and full details of how to take part in
the Quest for the Holy Grail competition.

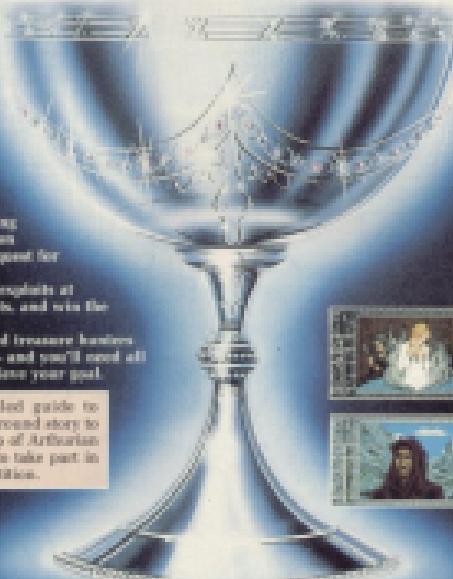
**MANDARIN
SOFTWARE**

Level 9

Format	Type	Disk	Price
Amstrad ST		■	£19.95
Amiga		■	£19.95
Amstrad PC, IBM PC and compatibles		■	£19.95
Amstrad CPC (GW)		■	£19.95
Spectrum Plus 1		■	£19.95
Commodore 64	■	■	£14.95
Spectrum	■		£14.95
Amstrad CPC	■		£14.95
Amstrad 4600	■	■	£14.95
BBC Master		■	£14.95
Apple II		■	£14.95
Macintosh		■	£19.95
MSX 1000	■		£14.95

Note: Type
numbers have
been omitted
in every package

*These formats and all type numbers are best deals.



WIN

this solid silver
Grail, worth £5,000,
in the exciting Quest
for the Holy Grail
competition. Full
details in every box.



Screen shot from
Level 9 version



Screen shot from
Amiga version



Screen shot from
IBM PC version



Screen shot from
MSX 1000 version

Please send me Lancelot on () cassette () disk
for _____ (please enclose) _____
 I enclose a cheque for £_____. (including VAT and p&p)
made payable to Mandarin Software
 Please debit my Access/Visa number: Expiry date: _____

Signature: _____

Name: _____

Address: _____

Postcode: _____

Send to: Mandarin Software, Europa House,

Aldington Park, Aldington, Marlowshire SL6 1AP

Telephone 0628 676666 Order Hotline 0628 676666

23 WAYS TO ACHIEVE SPORTING IMMORTALITY



STRAIGHT SERVICE



RUN DOWN



FOREHAND



BACKHAND



ARMED AND DANGEROUS



Ski Jump



SOCCER



FOOTBALL



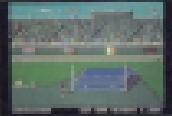
AMERICAN FOOTBALL



EUROPEAN



BASKETBALL



SHOOTING



DRIBBLE



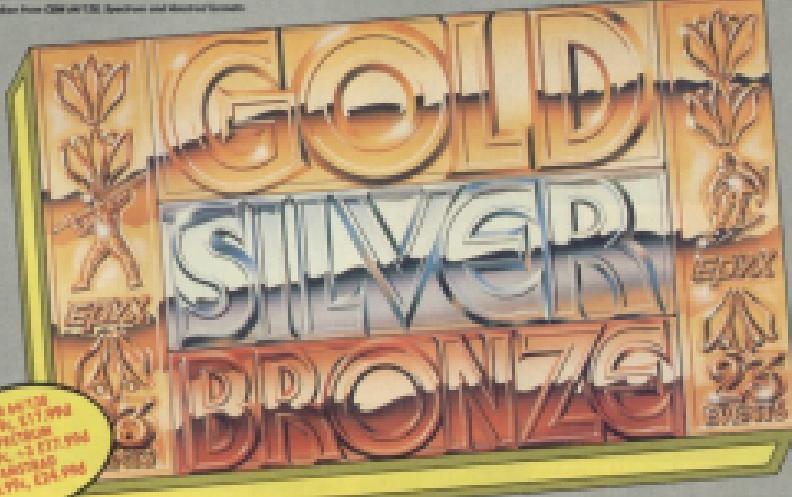
SHOOT



DUNK

Advertisement taken from CGW and TSI (Amiga and Macintosh Versions)

SUMMER
GAMES I & II
Brand New on
Spectrum and
Amiga



CGW \$19.95
TSI \$19.95
Spectrum \$19.95
Amiga \$24.95

Epyx



BASKETBALL



BASKETBALL



BASKETBALL



BASKETBALL



TENNIS



TENNIS



TENNIS



TENNIS



TENNIS

Whatever happened to the Nintendo?



It was going to change the world and give you change out of £150. The Nintendo invasion captured America, and one in ten Japanese bought it too. But in Britain it flopped — as even its most vocal new salesman, Luther De Gail, admits — while the Sega succeeded. Now TGM looks at the plans for a second console war

'The Nintendo is solid-state Japanese culture', Luther De Gail recently wrote. Now the ex-Konami boss explains why he's putting his weight behind

■

What Has Happened to the Nintendo? Last year the feature sounded, but it appears that few have understood the call. Is it claimed to go, the name may as that other great Japanese computer revolution, MSX?

Although the Nintendo is alive and well, and living in the bony of 12 million Japanese and five million American families, I've only just learned in my local computer news — and I

supplied it to them! But if you want to know why I gave up a comfortable desk at Konami to champion the Nintendo cause, you obviously haven't seen the machine.

The games console is not a new concept. It was pioneered by Atari in the early days but soon adopted by the Commodore and Sinclair computers. Cynics might say that the same will happen to the Nintendo, with STs and Amigas on the scene today, but there is one important difference.

When the computer boom snuffed out the Atari console, programming was freely available. The change of computer models encouraged the market, and parents hoped they'd actually teach the kids something. Sadly, they should have known better.

It wasn't long before the child programmes learned that programming was hard in comparison with the sticky task of point-and-click. Education bit, the cloud and a myriad of machines began to reacquire ownership of video-machines.

All that changed the concept of the home computer has, and the only people to benefit from this shift become days have been the parents. A good game is one way to keep the kids from spending fruitless hours on unachieved benefits in the local arcade.

So the scene is set for the arcade-driven machine in the home. STs and Amigas can produce pretty pictures and some of the games are hot, but they are expensive machines to buy and the software is still dear. On the other hand, the Nintendo costs less than £100 and offers games which cannot be bought for any other machine.

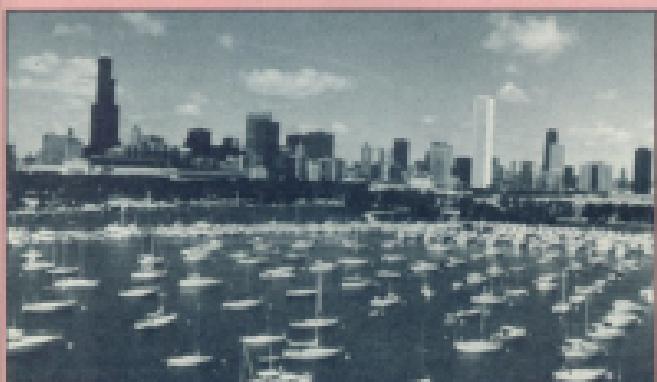
Okay, so copies and clones appear, but they're not the real thing. The Commodore may offer more in the way of choice of design, but Nintendo's Mario Brothers they aren't.

Quality control?

I believe a distinct split between the games and computer areas, where most homes have a games machine but some also have a computer.

The splitting up of these two areas gives us two advantages. Software houses are busy writing games for the ST or the Amiga, and this means they're progressing quickly for the rest of the technology. The result, games which are fairly basic, do anything on the Commodore 64 or Spectrum, is many respects.

Meanwhile, software houses are having difficulties to write for the



CHICAGO, USA: It may be known as the Windy City, but the Nintendo showed no signs of blowing away at the giant Consumer Electronics Show here this summer. And more than 25 firms are producing Nintendo cartridges software in North America, ranging from arcade games to sport sims to role-playing.

New titles from Nintendo itself include Super Mario Bros. II — you can't keep a good team down, it seems, and now Mario and Luigi are back on the beat. There's also *Zelda II - The Adventure of Link*, a sequel to the two-million-selling *Legend of Zelda* (the original is less hot in the US).

Super Team Series, Dance Aerobics and World Class Track West complete the what action from the Japanese manufacturer.

The sources of games from other software houses included Activision, Shootersoft, Random Freedom & Everything Konami and Bloody Commando.

There's also Street Fighter, Pitfall, Rampage, Mickey Mouse, RoboCop, A Nightmare On Elm Street, Kurt Warner and its sequels, and Warner Bros.

Nintendo peripherals at the show included seven joysticks plus the Power Pad, its foot control! It's sold as part of the Nintendo Power Set, which retails here at \$129.95 — about £80 — including the console itself, games, and Zapper Light Gun.

Read the full story in TGM412.

Chicago report by Marshal M Rosenthal — photo courtesy of the State of Illinois.

tends). This means that every game is written specifically for the Nintendo and quality is strictly controlled by the mother company. As the programmers become more familiar with the machine, the games will improve beyond their currently high standard and the benefits will be reaped by the writers of the patches.

Nintendo also exists beyond the stocks, though. The machine already has a panel and engine playing video games.

Commodore and Atari are busy putting the business interests of their low-end machines, so it's unlikely they'll be producing special games devices. If anything does appear it will be produced by some other company. And time has shown that such products

will be easily successful, because no-one wants to develop software to support them. But on the Nintendo front, and existing such will be developed at little cost.

The porters will point to IBM, saying that the Japanese have failed before - and that they'll never work in computers. This is absolute garbage just look at the market. The Japanese have. They could not develop a successful game from scratch so they hired the best British designers, gave them backtracking and facilities, and had them to get on with it.

The result is virtual world domination by Kawasaki, Honda and the rest of the gang.

Learn to the computer field, the

so far the most popular Mac Rev 3 has the leading game Rocky and the arcade conversion of Afterburner. And from now until Christmas, Interference plan to release roughly 15 titles.

Striking back

But most Nintendo are striking back. They've now commissioned 80 soft-porn publishers to write games for their console. To sell at about £20-£25 each. (We saw the efforts of Star, formerly Ultimax Play The Game, in TIGA9084). And *Do It Yourself Marketing*, a new company backed by top computer distributor Electronics Plus, has also been signed up to improve British sales.

Another tactic will be advertising. This autumn Nintendo joins the team of Commercials, Video Manufacturers of the Organisation, Cambridge Computer and printer New Year's on the box. And they hope to avoid last year's mistake, where a £500,000 TV ad campaign produced by my good Master apparently failed to produce even 120,000 sales. (See the inside's TUSA Report for more on the ad mix.)

That must have been disappointing

(other games on the console).

They still - through negotiations, who-said-what talk identified, told us there's no technology should about the system. The actual engineering has been done.

Hopes soared. They had perfected, and planned to set an interface cartridge which would link the Nintendo to a disc drive or tape player. The cartridge interface would plug into the Nintendo's cartridge-software slot.

And producing new games for the console, without Nintendo's permission, would be easy - anyone who can program in BASIC code presumably could do it.

But then they found the trick - a method which Nintendo has apparently used to thwart independent software producers.

Protection racket

Every batch of 10,000 Nintendo cartridges has a different chip to read the cartridge's information. And only Nintendo's own cartridges are Fletcher keys which work with all the chips.

To write the Fletcher keys it's necessary worked with their own software, there's no guarantee it would work

unless you're 90% Japanese machines. A look at the software charts proves that a licensed game is the ultimate way which a piggery banks up and down the country.

And Nintendo's policy of strictly-controlled software will ensure that once software houses gain a license, the game won't be offered for any other machine.

Although Nintendo's focus failed to produce results in Britain, the impact is still so strong that arcade companies like Electrosoft are starting to push from Japan. Take it from me - the hardware is going to have off-shore services and distribution, and eventually will probably be licensed. Interestingly, Nintendo

is not the only one to do this; Sega, which claims 10 million users in Japan and 5 million in America - the latter figure soon to double, they say.

It's no accident that Nintendo are pushing themselves as IT rather than as a game company - both Nintendo and Sega are attempting to avoid the 'nerdy' image of computers, keyboards, machine code and all that stuff. They stress that their systems are accessible to home users.

Nintendo hope to finally get it right with their £20 million of campaigns. Their console has been passed from one firm to another in search of success - first to Metal, then to U.S. Games (affiliated SOC), and now to their own subsidiary Nintendo International (London International 0800).

Sega Master Systems are now being sold through mail-order catalogues such as Toys R Us and Mastertronics is pleased with its result - but Nintendo didn't want to wait for their. The console has to be on display where it can be demonstrated, they say.

Magically, there's the possibility of the cheap Price One entering into console-land (TIGA9085) - and rumours of a Nintendo II, though SOC say it won't be in Britain till 1992.

With this the new deal does.

They used believe that the 'master key' design itself is different in each country - so prevent consumers buying up cheap Nintendo software in one nation and selling it abroad, eating into the manufacturer's profits.

Software houses were excited when they heard of the apparent breakthrough, but cautious of the same time. Everyone we spoke to stressed it's a Nintendo idea," said the inventor, "There are one or two UK companies - big ones - who would like to know what [the masterkey design] is."

He used Activision, now Mid Atlantic, was among them.

"But he continued: "The software companies, no way will they update Nintendo. Anyways we are going to find, because even if we are successful, they'll come along to many countries on end & never bring a change."

He cited the fierce protectiveness of Japanese businesses, too. Software-houses which opposed Nintendo would "never let anything in Japan".

At press time, Nintendo could not be reached for comment. *Kensuke Page*

Richard Eddy looks at the state of the consoles

What has happened to the Nintendo? Look through the window of your local computer shop and you'll see Spectrum, Commodore, PCs, all the computer-loving heart-breakers - but not much Nintendo. Few of the major chains stock it either.

If a nearly year since TIGA started reviewing Nintendo games, but there simply haven't been any new titles - the total collection stands at about 80, compared with 100 in the US. Nintendo management recently stated that this strange disappearing act is part of a long-term plan, rather than a failure to capture the UK market.

The Sega/Master System seems to be doing well enough - software houses Mastertronics, whose handling its UK sales, say there are approximately 40,000 Sega in Britain. And they claim to be pulling in £3 million a year from the console.

Cartridge-based games are released every month for the Sega -

Exclusive: How Nintendo keep control

NINTENDO and Luigi may have put new life into consoles, but some UK software houses fear that a successful Nintendo could spell death. The reason: they can't put their 8-bit and 16-bit games on cartridge.

The Japanese manufacturers, based in Japan, want to keep control of all Nintendo software - perhaps because they can make sure Nintendo games are only available for the console. And if the games are good enough, that guarantees Nintendo sales.

Now, for the first time anywhere, TIGA can exclusively reveal how they do it.

Last year, a small group of programmers and a computer wholesaler in the north of England worked together to break Nintendo's secret codes and put ordinary home-com-

Frankie went to Hollywood. Now Newsfield are too.

MOVIE
THE
VIDEO
MAGAZINE

CHER
Moondust and Bewitched

E.T. PHONES IN
The year in

MEL BROOKS

MONTY PYTHON
Moving movies

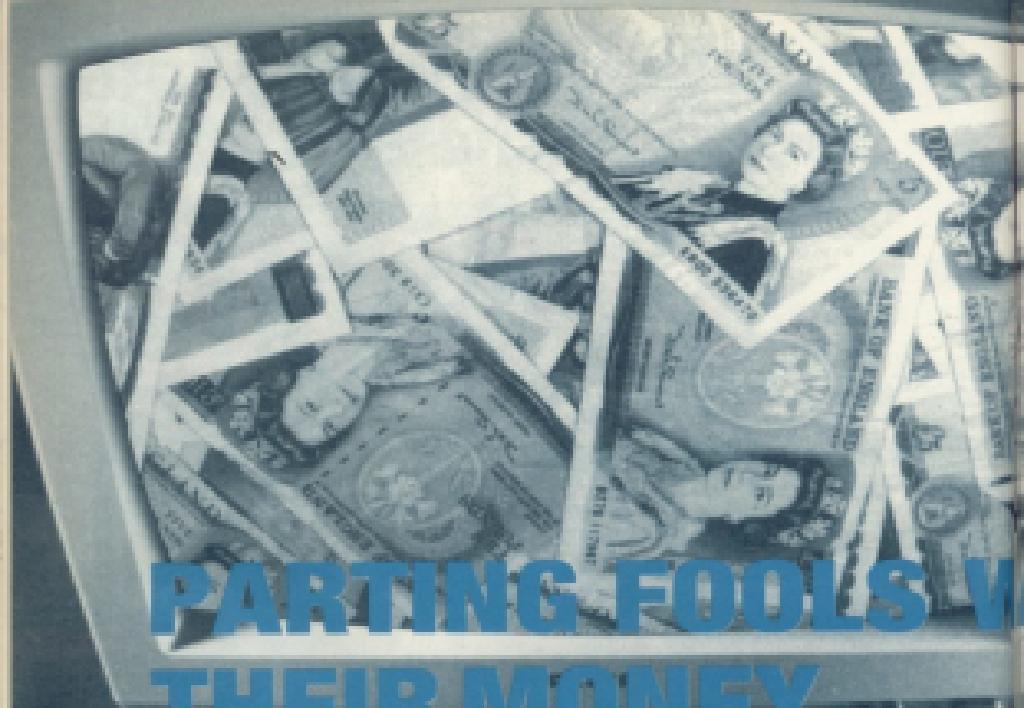
CANNES HOLIDAY
Win a festival trip

MOVIE is the new monthly for the film and video world, published by the same people as **IGM**. Issue One is out this month - 180 feature-packed pages on who's who and what's what on the screen PLUS a 16-page Steven Spielberg supplement, first of a 12-part series **MOVIE** - The Video Magazine. £1.99 from all good newsagents. Subscriptions available - see first issue for details.

New!

MOVIE – The Video Magazine. It's out.

MOVIE is the new monthly for the film and video world, published by the same people as **IGM**. Issue One is out this month - 180 feature-packed pages on who's who and what's what on the screen PLUS a 16-page Steven Spielberg supplement, first of a 12-part series **MOVIE** - The Video Magazine. £1.99 from all good newsagents. Subscriptions available - see first issue for details.



A stack of US dollar bills, showing various denominations like \$100, \$50, and \$20 bills.

PARTING FOOLS WITH THEIR MONEY

A



In the second part of Mel Croucher's investigation into computerised crime, blackmailers, spies and techno-terrorists get the finger

It's coincidences, especially when they involve my own work. On 26 June I handed over my first piece on computer crime for *TOM* to Mission Control, Ludlow. Within 24 hours, on June 28 1986, Britain's biggest ever attempted computer fraud took place, to the tune of £32 million.

The target was the City of London branch of the Union Bank of Scotland, and the only reason the ploddy legal team lit up light, and was able to prosecute, was the fact that the computers handling the bank transaction broke down half way through the point, so staff were forced to check it out by hand.

City sources say that had the bank been successful, the Bank would never have identified a crime had taken place. The reason for this is simple, it was a break-in. What is more worrying is the fact that computer criminals who commit break-ins are getting more likely to get away with their crimes than the traditional bank or electronic parts robbing. Banks tend to notice armed robbers... but much to the consternation of the bankers, electronic robbers are invisible!

Cruel Academia

Crime is not the only motive for committing computer crimes. One of my favourite cases involves that bunch of nose muscles, Oregon.

In 1985 a professor at the Department of Higher Education in Oregon USA requested the purchase of a DEC computer to help his students. Unfortunately, the evaluation authorities in Oregon had made an exclusive deal with IBM, and told the professor to get stuffed. Impressed the machine that student had need, they gave him use of a handful of terminals linked to the State Motor Vehicle Department.

One night the info-murdered academic took his revenge. He hacked into the operating system, told the program that he wanted new traffic statistics, and called up the names of all the members of the State Administration. He then listed all of their traffic violations, unpaid fines and convictions on all the persons in question, along with some pointed but highly恭维的 messages about the guys who wouldn't buy them a DEC computer.

Before he popped off, the professor wiped all the motor vehicle records detailing unpaid fines of everyone in Oregon, since the State Administration didn't think flushed the entire system down a non-recuperable software toilet.

Record breakers

Question: why do the news headlines trumpet gold bullion robbery of a couple of million quid and bank jobs worth a few hundred thousand, yet ignore computer crimes which netted £100?

The most serious case of computerised extortion involved £14,000 when stolen data tapes were the subject of a blackmail demand and

threats to blow away the KS data bases. The biggest water stain to happen in the world was a computer crime, the 1973 Equity Funding heist, involving \$4,000,000 insurance policies and a two billion dollar take. The computer that affected most people on the face of the earth is probably the database belonging to Prudential of New Jersey, which the parents of 1,000 companies got fired, leaving 50,000 employees without incomes.

The biggest computer cock-up so far is the 1982 losses suffered by the Bank of New York's computer in November '85, when \$30 billion dollars got paid out before tellers could locate the hole in the electronic stem. And the most difficult to understand what the implications are.

Let me put this simply. Most companies in the world today are dependent on computers. Computer disasters can be triggered accidentally and deliberately, and there is nothing that can be done to prevent them. In the past five years, 80% of computer-dependent companies have not survived computer disasters. Having put their corporate lives in the care of computers, machine disasters have killed them.

Apart from frauds and financial hanky-panky, there is also a whole range of offences perpetrated against machines and software. The latest figures for these computer-related crimes break down like this:

Equipment theft	2%
Arson	1%
Information theft	1%
Sabotage	1%
Vandalism	1%
System penetration	1%
"Logic Bomb"	1%

Although it is interesting to know that computer crime penetration is now being taught at the police training school at Hendon, my confidence is a wry sort shaken by the news that the Police National Computer has been used "with reference to existing numbers in the BFI National Latin Number Quota". And to recent news items for dubious gaming clubs so much for security.

Security? What security?

So, how does the packhorse, named, say or not gain access to the targeted computer data? Without much difficulty to be honest, or should I say observed. Intercepting and hacking electronic data is much easier than physical burglary. And if you don't have an accomplice on the inside, not pan, namely how it's done...

All electrical machinery - from a microwave to a coffee machine - emits radio frequency interference.

Radio waves are generated whenever a digital bits signal changes from '0' to '1', just as they enter fluorescent lamps and televisions. To do simple experiments, have your stereo, and turn it over to Radio 4 on your Long Wave band, then place it near your computer. Turn power up, and hold it a centimetre or so a bit of red crackles. Your stereo should be broadcasting stolen pagina text and clear audio audiotext patterns.

In location tests this week, my own wordprocessor has been transmitting to a standard stereo via its 30 metres aerial, and through three brick walls, and there is no way I can prevent it, without nothing inside a lead-lined office.

Most computers now use low-power "radiosity" integrated circuits, which send out radio frequencies up to 300 MHz. These escape through cables and VDU's, and can be picked up as easily as radio or TV signals. As a matter of fact you can intercept VDU pictures by using an old 80-line television set where hands I and II, with a modification unit that costs less than 20 quid!

This means that all word processors, video machines, PCs and mainframe terminals are broadcasting information which can be picked up from all the time that they are switched on. This applies to radiophones, car phones, fax machines and laser printers as well.

If a crook wants to eavesdrop on sensitive information which is surrounded by masses of uninteresting garbage, he requires a large office or bank. There's no big problem. Hundreds of exactly the same type each have slightly different emission signatures, and different makes of VDU's have wildly varying characteristics. So a directional aerial can pick out an individual VDU transmission, and the professional eavesdropper can then how to take advantage of conducting along. The cables, infections from metal filing cabinets, and even able to identify who is eavesdropping by their typing techniques!

Crimewatch

We can look, a basic account of the PTT laboratories, has shown exactly how to control electronic burglary. Using normal 1200 baud, while TV receiver employed with a digital synchroniser (not FST) and a directional aerial (not CDT), it has publicly demonstrated how to steal data from a modem-based VDU at a range of 200 metres, and from a point-to-point-based VDU at a distance of one kilometre.

The implications of this are staggering. As data protection laws and privacy laws are relaxed, there are stations, public areas, hospitals, news rooms, using standard computers and serial printers - are suddenly working in the open, broadcasting every item of data. When this can't be avoided he can turn his rocks for the Government to fit programmes, he chose a well-known cipher block in broad daylight, and set up his gear on the pavement. Perhaps the most interesting aspect of his demonstration was that not one member of the public, or passing cop, or even anyone who worked inside the building knew what he was doing.

Rear Window

As well as cheap electronics, there are amazingly low-tech ways of stealing data. One company knew that their competitors were regularly stealing their latest stats, and ended up in a very expensive lawsuit. After investigation they found out how the data was escaping through the network. Nobody had realised that the company's backups were being a virtual duplicate on another building. The opposition had simply installed a scanner with a pair of binoculars, but the spy glasses were not even needed, you need at decent modems from 10 years ago, by 1985.

Intellectual property theft is very much hidden by going through old carbon paper, typewriter ribbons and shredded documents, but Princeton one of the biggest private data agencies in the world has uncovered a major criminal network that specialises in bypassing computer circuitry microchips, reading the data using modified PCs and logging it off to the highest bidder with devastating results.

The first survey of computer fraud in the United Kingdom, prepared by the Audit Commission, investigated 310 companies. This is what they found; the figures indicate the number of incidents:

TYPE OF FRAUD	Incidents
Private work	12
Time-sharing theft	2
Unauthorised input	42
Misuse of resources	22
Use of software	4
Breach of master file	1
Backup	13
Violation of privacy	1

The total tally of all of these incidents comes out at well over a million just from the UK. But it cannot be too far-fetched of me to suggest that this is the tip of a huge iceberg.

The second out of 210 companies I came across has suggested that only 12 incidents of private work have occurred, and that only four items of software have been stolen. From the playground to the office, everyone who works with computers knows that software is being copied off every day, and data altered so that they have full illegally copied a program. Knowing this to be true, all of the other instances must be highly questionable. We are back to the universal dilemma of anyone who has been spied on is very unwilling to admit it, and that suggests that they are aware of the crime in the first place!

Say we say:

We have always felt the electronics industry's 'We'll never compromise' attitude. Well, most computers won't help you, they will even more easily than unboxed models. Recovery is impossible without spending a fortune. Those vast, costly, windows, boxes and cables must all be recovered, and if you are part of a network, use a modern or share data, you cannot protect yourself at all.

What you can do is to modify the function of your VDU and make it extremely difficult for the interceptor to reconstruct your screen images. Trouble with this is although there is a system available, a patent has been rejected by the Ministry of Defence who 'give you a clearance to find out what it is'.

"A Dutch scientist using normal a black and white TV receiver has publicly demonstrated how to steal data from a plastic-cased VDU at a distance of one kilometre!"

What you can do to defend yourself is to take out some insurance. I've been running various software companies for less than ten years, and writing about others for nearly half that time, and I can assure my readers that software is a dirty business. I'm not just talking about losses getting wiped off, or legal expenses from lawyers, I'm talking about sabotage. Data going missing, mysterious files, espionage and defections. And what continually amazes me is the meagre insurance cover that many software houses have.

If we can't get our act together in this industry, God help those who have even less about the computers they rely on. The most common mistakes in computer insurance, in my experience, are these:

MACHINE COVERS (44.7%). Your machines are insured up to the lot, but the insurance company is smart enough to cover the software, and I don't mean the cost of a packet of blank floppy! A program written because an entire project sabotage or that software can kill a company.

UNDER-INSURANCE. Most software under insure because they reckon that their back-ups will see them through any problem. Then they make amazing mistakes like saving the back-ups in the same place as the originals, or not bothering to run the back-ups once a week.

I recently visited one very well-known software house who does not make back-ups of their records at all if you can print to your monitor that your back-up system is fine, and you close the copies in a keep-proof alternative location, current rates of cover are at around £150 a year (£7 MILLION) cover it's a bargain folks.

NO PROFITS COVERS. Now insure everything, contents, hardware, software, and losses to reverse your programme, then losses sales, fire, flood, terrorist attack, sabotage, theft,

and pose attack, whatever the cause may be, your data is valuable. You count on the insurance, they pay up, and you go back with a smile. You forget to insure against loss of your profits, losses, in the quote for £1 million cover, £1 million for insuring, and the remaining £1 million for paying out.

BIG, BIGGERS AND BIGGERA- MODEL Any policy can have additional coverage for some very important risks, such as the loss of your records of business and bad debts, the loss of any computers you keep, accidental loss of data as well as database theft and viruses, and deliberate planting of 'logic bombs' by rogue programmers.

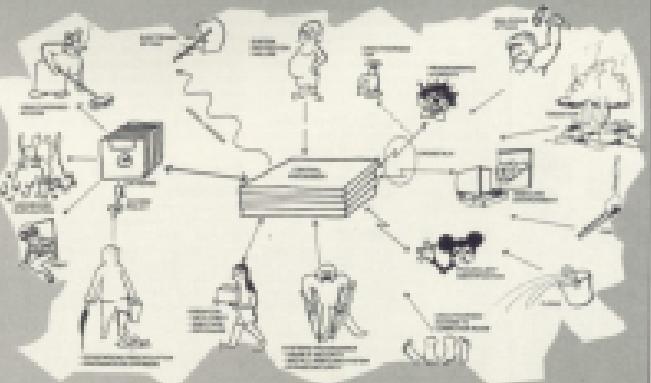
It can't happen to you? Of course it can. The only question is how much does it matter if your business program gets deleted, or your current data disappears in fire or flood? It won't happen to you? That's what they thought on the 2nd floor of a London office block in March '86, when all their data got deleted in a flood. A fault in the air-conditioning flooded the 2nd floor with hundreds of gallons of water.

That's also what they thought in December '84 in Tel Aviv, when a terrorist bomb exploded in a disco, killing 200 people, and killed off all three computers without alternative computer backup.

In 1989 I packed up a test-remote program I'd programmed from a young girl in Cheshire, Lancashire, and drove it straight to that girl's local news paper office. The disk displayed a loading screen and then proceeded to self-destruct. It had flipped off, my insurance didn't cover me for anything I do with my expertise and loss of goodwill, let alone the loss of advertising or printing the package.

But then, I never intended never to pack it.

THREATS TO COMPUTER DATA



Can You Stop The Russian Bear?

Red Storm Rising

Based on the NO. 1 best selling book by Tom Clancy and Steve Pieczenik, with a foreword by Larry Bond. American author Larry Bond is a retired U.S. Army general (declassified) and Larry Bond's Red Storm Rising

The story has taken MicroProse's future-war series here. This high technology simulation of strategy and tactics is based on one of the most dramatic and detailed stories of modern warfare - Red Storm Rising, the international best seller by Tom Clancy and his technical collaborator Larry Bond.

With graphics like authors' MicroProse has brought the book's intense action and excitement to your computer screen. Now you put in command of an American nuclear attack submarine at a time when the two super powers collide.

Standing between the Russian bear and global domination, you play a crucial role in the conflict. MicroProse takes you

to an astonishing variety of combat environments, plunging you into challenging and exciting situations.

Prepare for action in this heart-pounding simulation. Available for Commodore 64/128, Cassette £14.95, Disk £19.95.

MICRO PROSE

SIMULATION & BORTHOADS

MicroProse Ltd., 1 Hockliffe Road, Buntingford, Herts, SG9 9AS, UK. Tel: (0529) 56229, Fax: (0529) 562544.

Please send me _____ copies of Red Storm Rising C64 Cassette _____ Disk _____

Name (block capitals) _____ Address _____ Post Code _____

Enclosed £ _____ including 10% P+P. Cheques payable to MicroProse Software Ltd.

I enclose my Access/Visa card. Expiry date _____ No. _____

MicroProse Ltd., 1 Hockliffe Road, Buntingford, Herts SG9 9AS, UK. Tel: (0529) 56229, Fax: (0529) 562544.

CONVERSIONS: COIN OP!

A good arcade summer means a rich winter at home. TGM's expert coin-op team tell you what to watch out for as those machines which have kept us entertained all summer head for home computers in time for Christmas and 1989

"More stars than there are in heaven" used to be MGM's boast in its cinematic heyday. "More conversions than there are stars in heaven" might be the modern software cry. But not all have been as glittery. Once there was a time when arcade conversions were looked upon as a quick buck-maker. Inevitably, public interest turned to derision as poor games, barely a shadow of their former arcade selves, flooded the game shelves.

It's all different now. True, there are bound to be some turkeys flapping around, but the 1988 cashew has been care and attention to detail. It's all a compromise, as anyone will tell you, between available memory, development time and aspiration. But unlike two years ago, you can be sure that this Christmas you will enjoy loads of arcade conversions worth the price.

Whatever your tastes in coin-ops, you'll be in for a spectacular time towards the end of the year. What more can we say but get practising on these coin-ops in preparation for the home computer versions – and roll on Christmas and 1989.

OCEAN

Always a prime converter – Ocean intend stepping up their pace of coin-up releases over Xmas this Autumn. Konami's Typhoon and Asteroids are nearly out and about of course, but Gauntlet Wars is another title lined up which will compete with SEGA's Mystery House in the violence stakes no doubt.

Much's mentioned Asteroids. Although being developed with Sega's fixed viewing version of the great spacegame in mind, it's not released. Only a few snippets of the PCB are ready at the moment, and from those, it seems, Robocon won't just be all-blasting action. Ocean's Giga Onbase exclusively told *TGM* not to expect a straightforward shoot-'em-up...

Consequently, only half a dozen or so screen savers have been developed so far. The company claims to have a few surprises up its sleeve, though, "we're looking to include not only the gravitational violence but also such

sections where Robocon militarily has to gun down targets, horizontal scrolling levels and much, much more."

Gauntlet is seen to point out that many of their games in development are "graphic-oriented". Obviously compromises have to be made before it's impossible to recreate coin-op games – as well as the game in Taito's Operation Wolf.

When it comes to negotiating a coin-op, Ocean's policy of mid-sized releases – "why not an arcade machine, why not?" – is the policy adopted. "We try to make it as difficult as possible for the coin-op to succeed," says the game's lead programmer. After all, they've bought the game for the price paid, and it will live as close as possible to its original marketplace.

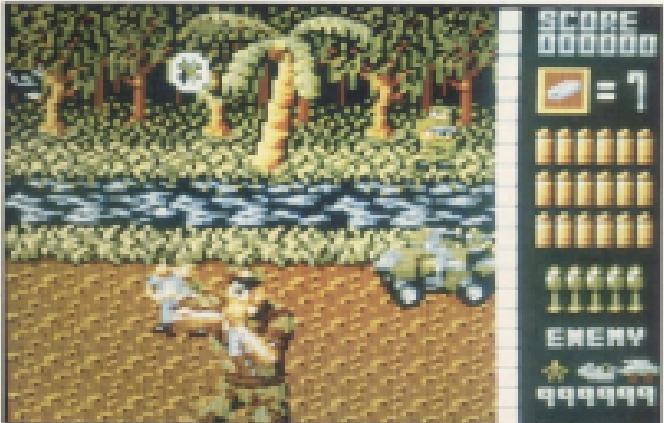
Second world war, which have been polished with superb games such as *Soldierfield* and *Advanced Recovery Of War*. Ocean are being deliberately

very liberal in possible licensing of the third in the *Advanced* series – Midway Fantasy, but as Gary Branscome says, "would the logistics allow...? Considering our close contact with Konami – that Ocean's imagined would produce home computer conversions..."

MEDAGENIC

Formerly Activision, Medagenic have a remarkable relationship with coin-op manufacturers Sega. Judging by the rapidity with which licensees to new Sega machines are snapped up through the Electronic Dreams stable,

Afterburner is undoubtedly the major licence and coincided with the *Operation Wolf* hit, but Medagenic also have a host of other Sega titles. There are *Alien Attack*, *Zonic Moon*, *Hot Head*



Rescue the hostages and shoot to kill – everyone in *Operation Wolf* is an assap

and two sparkling lasers; new machines — Asteroid Phaser and Asteroid Gun — space weapon Galaxia Force.

An increased-color Galaxia Force is the star attraction this December — like Asteroid Gun, the five sources are an integral part of the coin-op, more commanding than the four basic system can manage through virtually 99% of Galaxia Force's almost-mirrored enhanced experience than the other four games. It has extremely high-quality pictures, using the tried-and-true method of layered graphics, showing off astonishing speed.

With Asteroid Gun and Galaxia Force may come an end to the days of the 10-cent Asteroid gun. "How will it look versus Asteroid? Asteroid Gun's been popular but the answer is not clear," says Williams. "When you consider the original machines, such as the ST and Asteroid," he adds, "you could often keep the color quality of Asteroid, but not the sound quality of Asteroid. When we convert, we just keep the playfield the best that they can get within their machine's capabilities."

Uninvited machine invasions are the main problem. When we looked at the arcade machine we were taken aback by the game's speed — which caused the game to go off-focus — and this was the way into home computers. On the Spectrum, for example, Asteroid Gun will have the speed but the graphics won't have the color — although we'll give it a good degree of graphic quality," he adds. "We're looking to suit the needs of the home machine."

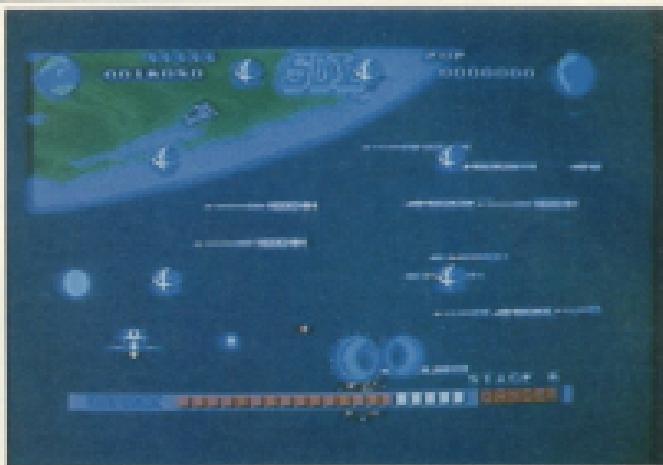
With a proposed November look at the 16-bit Asteroid Gun, Williams' mission is clear: due for Christmas, it should be even more worth waiting for.

Other games under the spreading umbrella include the 16-bit Flying Doctor, Doctor 2, Continuity's Cyber Tennis and British Super Invaders. These titles are planned for 1986. "Microgenics have already got their plates set in," he adds, "so we've got to move over . . .

You can add other familiar titles, such as Iron Man 2. This is looking extremely good so far, major formats including Spectrum, and should be available around November. At 16-bit's arrival, Microgenics have already got their plates set in the graphics than graphics — an unengaged, festively sounding proof, one-up — if given programming, the perfect opportunity to work on the graphics — a fact which also applies to improvements of Sega's 16-bit trophy, Time Scavenger has suffered as a result. Apparently, the game's graphics when set there, but the most important part of the game — the vertical movement — hasn't right, so Time Scavenger is being rescaled. Don't expect it until January. You can come, you lose some.

IL

Among the largest of emerging French 16-bit game producers, IL (IL stands for France Image Logiciel) are going to make a very



More fun in space! See how you can win World Star 10 from your own home — just \$7!



Continuity's Asteroid Gun 16-bit version is due for Christmas.

undeniable impact on arcade

addicts — last year, not this.

They have acquired the license to produce conversions of eight coin-ops — Space Invaders, Techno, Space Invaders II, Element Mania and Virtua (Gordian, from a MicroAge). The first conversion will be released in a combined pack with another coin-op conversion, Pinball (from Micro) and two major titles: Taito's Ninja Pinball and the irresistible Continuity Continuity.

We looked at Continuity's Continuity in last month's *Computer Games* column. It's impressive 16-bit effects which are astonishing to say the least, and its main selling point. Work on the conversions is being

undertaken in the UK through new converts. The Sales Office, and should be seeing all the games in the first quarter of next year across the river Humber.

If you're looking for a lead, look to The Games Council's Jane Kenwright and Paul Gilday. They are working to extend the range of 16-bit conversions to 100 titles. "Continuity is going to be a busy time for conversions," she adds, "but we don't intend leaving any of our best for the Spectrum." Continuity's release date, "remained to be seen," so if you have it, "Please return it," she says.

The Pinball games will be appearing across the 8-bit and 16-bit range, with (Pinball), Ninja Pin-

ball possibly (Continuity's Continuity also coming out for the PC); it converts well to other formats, the latter a Spectrum version with much interest.

US GOLD

The Birmingham-based company had some very powerful coin-op games out last year, and this year's line-up is equally strong. The Pinball series — all家庭的 — for starters. Games are programmed at versions except the Commodore game, which is written by Chetco (of *Ghosts* author Chris



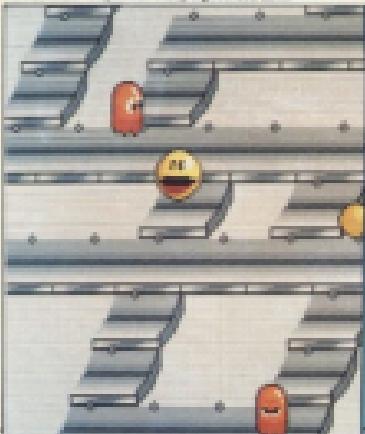
Space Invaders is the title of this impressive shoot 'em up by *Capcom*.



Bauer, who also helped T300 and *Space Invaders* to success last year. "Playtesters will return this autumn and the end of the year for ST and Amiga, along with long-awaited Amiga *Out Run*. And then it's sequel, *Out Run Europe*, in

September sometime in January for all popular machines. It's still too early for that yet, the game is in the concept/teasing stage. Whatever its final form, Out Run Europe will take the idea of the car racing game much, much further," says.

ST Pac-Man You just can't keep a good idea down



Up Good

They've also have licensed *The Desert*, an odd, near-obscure, little cult-up in which you drift-chase subhumans hunting in the deserts, whilst avoiding mines, fortifications and other naval and marine hazards. It's not particularly brilliant, though it's interesting as a game, but in the way that Doctor Who's no Doctor turns into fine drama, perhaps. *The Desert* will make a good computer conversion.

And then there's the *Capcom* side of things. The only new coming under license is *Space Invaders*, v2. It's still a pre-production PCB, but Capcom are already prepared to convert it next year, if the existing *Capcom*

titles. *Taito* are working on *Luck Duet* and the C64 game of *1943*, with *Poulet* writing the other versions. And *Sidewinder Creations* are creating *UFO Storm* as we reported in our *Cyberpunk* feature in **ITM '89**.

As for the other big titles, *Popstar* (now known as *Popstar*) and *Amiga*'s *Contra*-up, *Capcom* are looking for expert programmers to work on this ambitious project — so if you feel ready to handle a monster arcade machine conversion, give David Bauer a call at UBM (0117-911-3086). Who knows? This could be your chance to show the world what you're made of!

■ **SEGA** — best known for their 8-bit conversions of *Papyrus* *Space Invaders* and *Aliens* 'n' *Orbitron* — are having a sparser Christmas by comparison with last year. As we reported in the bank as *Apollo* and *Heaven* in **ITM '89**, 16-bit conversions of existing games are playing a major part in the company's post-Christmas.

Popstar pads onto the Amiga, ST and PC version *Orbitron* November. *Space Invaders* II is nearing completion, remaining a further two levels from Nagai's famous coin-op, which can be played in conjunction with Part I or passed independently.

This method of releasing a second part solved the problem of trying to squeeze such a visually awesome coin-op with megabytes of electronic memory into a 16-bit pot. *Aliens* 'n' *Orbitron* is also scheduled for release on 16-bit machines (PC included), although its release date has been set back, and as a result probably won't be appearing before the new year.

■ **ACE** — now re-emerging independent label of Bobbie — have added *Orbitron* well under way, and following the successful Spectrum version. The USA version is planned for end of August, with Amstrad CPC and Amico ST versions appearing around September.

Given these other coin-op conversions, is a little稚气, using as it does, three monitors to display the action. It's taking a bit longer to finish, and is presumably restricted to November because of differences. There are more conversions in the pipeline too, but where spectrum, Amico now very few, stating that all would be released at the PC store.

■ **ISOMARE**, never ones to hide a good license holder if hooked, are better known for all manner of games taken from the world of television programmes and films. *Coop-ops* are taking a break this year until, only conversions of *Baron Of The Jetts* due from the Westland-based software house before Christmas. No other licences have been revealed.

■ **GRANDSLAM** are still working on conversions of *Par-Lecter* (now seen the C64 version is age-appropriate for release before Christmas, and keep getting next to line of the standard *Pac-Man* series — *Pac-Maze*.

Amstrad ST and Spectrum versions of the 2D *Pac-Man* are looking truly wonderful, unlike a *Grandslam* employee's name, Stephen. In particular, the ST version is using excellent scrolling — almost *STaff* like screen effects — with full use made of the machine's 16 colours. On the Spectrum, full scrolling and a policy *Pac-Man* are to be forced scrolling. They were around all the time. To be found in the next machine. As the anonymous *Grandslam* employee admitted, "We couldn't really get away with a reasonable price tag on the Spectrum, could we?"

"Course not, John."

T
H
A
L
A
M
U
S



B E Y O N D T H E N I G H T M A R E O F D E L T A . . .



DELTA ORMALYTE

by Cyberdyne Systems™



Two-hundred fighters lost in eight sectors of a deadly galaxy are a loss, force, their own control and determination are the only things standing between them and oblivion.

Featuring eight levels of frantic shoot 'em up game play with stunning and original graphics, animation and superlative music and sound—this is eye and ear shattering experience!

CBM 64/128 Computer \$29.99
Diskette \$32.99 Coming soon for the XT/AT and AMIGA.

"Eight beautifully defined horizontally-scrolling levels . . . it's a mega-game!" com
Rousseau Games from Cyberdyne, Alameda, California 94501 800/243-2222

Don't miss out on
Gold Rush™

Call now! You'll have your self. One-time special offer for a copy of *Delta-Ormalyte* is a current leader. If you copy of *Delta-Ormalyte* has the gold under your nose is a holeless tree. The three plasma globes. Four "holes" could copies could win you a super prize free!

ESPIONAGE



THE COMPUTER GAME

YOUR MISSION

You are now entering the world of International Espionage, where you control a highly motivated team of 12 agents.

Your agents must set out from their secret base and progress across the board which represents the world's capitals, airports, deserts, etc.

The world's key is now in your hands in a game of deadly conflict to reach the 4 micro-films, each containing details for the ultimate weapon.

Should you have the cunning and sheer nerve to carry on this most formidable of tasks and return to base with the micro-films, you would be pronounced Master Spy.

Good Hunting.

AVAILABLE FOR:

AMSTRAD PC, BBC BDISK, C64DISK, C128DISK, ATARI 400, 800, 1200, 1600, 1700, 1800, 1900, 2600, 2800, 2900, 3000, 3200, 3300, 3500, 3600, 3700, 3800, 3900, 4000, 4100, 4200, 4300, 4400, 4500, 4600, 4700, 4800, 4900, 5000, 5100, 5200, 5300, 5400, 5500, 5600, 5700, 5800, 5900, 6000, 6100, 6200, 6300, 6400, 6500, 6600, 6700, 6800, 6900, 7000, 7100, 7200, 7300, 7400, 7500, 7600, 7700, 7800, 7900, 8000, 8100, 8200, 8300, 8400, 8500, 8600, 8700, 8800, 8900, 9000, 9100, 9200, 9300, 9400, 9500, 9600, 9700, 9800, 9900, 10000, 10100, 10200, 10300, 10400, 10500, 10600, 10700, 10800, 10900, 11000, 11100, 11200, 11300, 11400, 11500, 11600, 11700, 11800, 11900, 12000, 12100, 12200, 12300, 12400, 12500, 12600, 12700, 12800, 12900, 13000, 13100, 13200, 13300, 13400, 13500, 13600, 13700, 13800, 13900, 14000, 14100, 14200, 14300, 14400, 14500, 14600, 14700, 14800, 14900, 15000, 15100, 15200, 15300, 15400, 15500, 15600, 15700, 15800, 15900, 16000, 16100, 16200, 16300, 16400, 16500, 16600, 16700, 16800, 16900, 17000, 17100, 17200, 17300, 17400, 17500, 17600, 17700, 17800, 17900, 18000, 18100, 18200, 18300, 18400, 18500, 18600, 18700, 18800, 18900, 19000, 19100, 19200, 19300, 19400, 19500, 19600, 19700, 19800, 19900, 20000, 20100, 20200, 20300, 20400, 20500, 20600, 20700, 20800, 20900, 21000, 21100, 21200, 21300, 21400, 21500, 21600, 21700, 21800, 21900, 22000, 22100, 22200, 22300, 22400, 22500, 22600, 22700, 22800, 22900, 23000, 23100, 23200, 23300, 23400, 23500, 23600, 23700, 23800, 23900, 24000, 24100, 24200, 24300, 24400, 24500, 24600, 24700, 24800, 24900, 25000, 25100, 25200, 25300, 25400, 25500, 25600, 25700, 25800, 25900, 26000, 26100, 26200, 26300, 26400, 26500, 26600, 26700, 26800, 26900, 27000, 27100, 27200, 27300, 27400, 27500, 27600, 27700, 27800, 27900, 28000, 28100, 28200, 28300, 28400, 28500, 28600, 28700, 28800, 28900, 29000, 29100, 29200, 29300, 29400, 29500, 29600, 29700, 29800, 29900, 30000, 30100, 30200, 30300, 30400, 30500, 30600, 30700, 30800, 30900, 31000, 31100, 31200, 31300, 31400, 31500, 31600, 31700, 31800, 31900, 32000, 32100, 32200, 32300, 32400, 32500, 32600, 32700, 32800, 32900, 33000, 33100, 33200, 33300, 33400, 33500, 33600, 33700, 33800, 33900, 34000, 34100, 34200, 34300, 34400, 34500, 34600, 34700, 34800, 34900, 35000, 35100, 35200, 35300, 35400, 35500, 35600, 35700, 35800, 35900, 36000, 36100, 36200, 36300, 36400, 36500, 36600, 36700, 36800, 36900, 37000, 37100, 37200, 37300, 37400, 37500, 37600, 37700, 37800, 37900, 38000, 38100, 38200, 38300, 38400, 38500, 38600, 38700, 38800, 38900, 39000, 39100, 39200, 39300, 39400, 39500, 39600, 39700, 39800, 39900, 40000, 40100, 40200, 40300, 40400, 40500, 40600, 40700, 40800, 40900, 41000, 41100, 41200, 41300, 41400, 41500, 41600, 41700, 41800, 41900, 42000, 42100, 42200, 42300, 42400, 42500, 42600, 42700, 42800, 42900, 43000, 43100, 43200, 43300, 43400, 43500, 43600, 43700, 43800, 43900, 44000, 44100, 44200, 44300, 44400, 44500, 44600, 44700, 44800, 44900, 45000, 45100, 45200, 45300, 45400, 45500, 45600, 45700, 45800, 45900, 46000, 46100, 46200, 46300, 46400, 46500, 46600, 46700, 46800, 46900, 47000, 47100, 47200, 47300, 47400, 47500, 47600, 47700, 47800, 47900, 48000, 48100, 48200, 48300, 48400, 48500, 48600, 48700, 48800, 48900, 49000, 49100, 49200, 49300, 49400, 49500, 49600, 49700, 49800, 49900, 50000, 50100, 50200, 50300, 50400, 50500, 50600, 50700, 50800, 50900, 51000, 51100, 51200, 51300, 51400, 51500, 51600, 51700, 51800, 51900, 52000, 52100, 52200, 52300, 52400, 52500, 52600, 52700, 52800, 52900, 53000, 53100, 53200, 53300, 53400, 53500, 53600, 53700, 53800, 53900, 54000, 54100, 54200, 54300, 54400, 54500, 54600, 54700, 54800, 54900, 55000, 55100, 55200, 55300, 55400, 55500, 55600, 55700, 55800, 55900, 56000, 56100, 56200, 56300, 56400, 56500, 56600, 56700, 56800, 56900, 57000, 57100, 57200, 57300, 57400, 57500, 57600, 57700, 57800, 57900, 58000, 58100, 58200, 58300, 58400, 58500, 58600, 58700, 58800, 58900, 59000, 59100, 59200, 59300, 59400, 59500, 59600, 59700, 59800, 59900, 60000, 60100, 60200, 60300, 60400, 60500, 60600, 60700, 60800, 60900, 61000, 61100, 61200, 61300, 61400, 61500, 61600, 61700, 61800, 61900, 62000, 62100, 62200, 62300, 62400, 62500, 62600, 62700, 62800, 62900, 63000, 63100, 63200, 63300, 63400, 63500, 63600, 63700, 63800, 63900, 64000, 64100, 64200, 64300, 64400, 64500, 64600, 64700, 64800, 64900, 65000, 65100, 65200, 65300, 65400, 65500, 65600, 65700, 65800, 65900, 66000, 66100, 66200, 66300, 66400, 66500, 66600, 66700, 66800, 66900, 67000, 67100, 67200, 67300, 67400, 67500, 67600, 67700, 67800, 67900, 68000, 68100, 68200, 68300, 68400, 68500, 68600, 68700, 68800, 68900, 69000, 69100, 69200, 69300, 69400, 69500, 69600, 69700, 69800, 69900, 70000, 70100, 70200, 70300, 70400, 70500, 70600, 70700, 70800, 70900, 71000, 71100, 71200, 71300, 71400, 71500, 71600, 71700, 71800, 71900, 72000, 72100, 72200, 72300, 72400, 72500, 72600, 72700, 72800, 72900, 73000, 73100, 73200, 73300, 73400, 73500, 73600, 73700, 73800, 73900, 74000, 74100, 74200, 74300, 74400, 74500, 74600, 74700, 74800, 74900, 75000, 75100, 75200, 75300, 75400, 75500, 75600, 75700, 75800, 75900, 76000, 76100, 76200, 76300, 76400, 76500, 76600, 76700, 76800, 76900, 77000, 77100, 77200, 77300, 77400, 77500, 77600, 77700, 77800, 77900, 78000, 78100, 78200, 78300, 78400, 78500, 78600, 78700, 78800, 78900, 79000, 79100, 79200, 79300, 79400, 79500, 79600, 79700, 79800, 79900, 80000, 80100, 80200, 80300, 80400, 80500, 80600, 80700, 80800, 80900, 81000, 81100, 81200, 81300, 81400, 81500, 81600, 81700, 81800, 81900, 82000, 82100, 82200, 82300, 82400, 82500, 82600, 82700, 82800, 82900, 83000, 83100, 83200, 83300, 83400, 83500, 83600, 83700, 83800, 83900, 84000, 84100, 84200, 84300, 84400, 84500, 84600, 84700, 84800, 84900, 85000, 85100, 85200, 85300, 85400, 85500, 85600, 85700, 85800, 85900, 86000, 86100, 86200, 86300, 86400, 86500, 86600, 86700, 86800, 86900, 87000, 87100, 87200, 87300, 87400, 87500, 87600, 87700, 87800, 87900, 88000, 88100, 88200, 88300, 88400, 88500, 88600, 88700, 88800, 88900, 89000, 89100, 89200, 89300, 89400, 89500, 89600, 89700, 89800, 89900, 90000, 90100, 90200, 90300, 90400, 90500, 90600, 90700, 90800, 90900, 91000, 91100, 91200, 91300, 91400, 91500, 91600, 91700, 91800, 91900, 92000, 92100, 92200, 92300, 92400, 92500, 92600, 92700, 92800, 92900, 93000, 93100, 93200, 93300, 93400, 93500, 93600, 93700, 93800, 93900, 94000, 94100, 94200, 94300, 94400, 94500, 94600, 94700, 94800, 94900, 95000, 95100, 95200, 95300, 95400, 95500, 95600, 95700, 95800, 95900, 96000, 96100, 96200, 96300, 96400, 96500, 96600, 96700, 96800, 96900, 97000, 97100, 97200, 97300, 97400, 97500, 97600, 97700, 97800, 97900, 98000, 98100, 98200, 98300, 98400, 98500, 98600, 98700, 98800, 98900, 99000, 99100, 99200, 99300, 99400, 99500, 99600, 99700, 99800, 99900, 100000, 100100, 100200, 100300, 100400, 100500, 100600, 100700, 100800, 100900, 101000, 101100, 101200, 101300, 101400, 101500, 101600, 101700, 101800, 101900, 102000, 102100, 102200, 102300, 102400, 102500, 102600, 102700, 102800, 102900, 103000, 103100, 103200, 103300, 103400, 103500, 103600, 103700, 103800, 103900, 104000, 104100, 104200, 104300, 104400, 104500, 104600, 104700, 104800, 104900, 105000, 105100, 105200, 105300, 105400, 105500, 105600, 105700, 105800, 105900, 106000, 106100, 106200, 106300, 106400, 106500, 106600, 106700, 106800, 106900, 107000, 107100, 107200, 107300, 107400, 107500, 107600, 107700, 107800, 107900, 108000, 108100, 108200, 108300, 108400, 108500, 108600, 108700, 108800, 108900, 109000, 109100, 109200, 109300, 109400, 109500, 109600, 109700, 109800, 109900, 110000, 110100, 110200, 110300, 110400, 110500, 110600, 110700, 110800, 110900, 111000, 111100, 111200, 111300, 111400, 111500, 111600, 111700, 111800, 111900, 112000, 112100, 112200, 112300, 112400, 112500, 112600, 112700, 112800, 112900, 113000, 113100, 113200, 113300, 113400, 113500, 113600, 113700, 113800, 113900, 114000, 114100, 114200, 114300, 114400, 114500, 114600, 114700, 114800, 114900, 115000, 115100, 115200, 115300, 115400, 115500, 115600, 115700, 115800, 115900, 116000, 116100, 116200, 116300, 116400, 116500, 116600, 116700, 116800, 116900, 117000, 117100, 117200, 117300, 117400, 117500, 117600, 117700, 117800, 117900, 118000, 118100, 118200, 118300, 118400, 118500, 118600, 118700, 118800, 118900, 119000, 119100, 119200, 119300, 119400, 119500, 119600, 119700, 119800, 119900, 120000, 120100, 120200, 120300, 120400, 120500, 120600, 120700, 120800, 120900, 121000, 121100, 121200, 121300, 121400, 121500, 121600, 121700, 121800, 121900, 122000, 122100, 122200, 122300, 122400, 122500, 122600, 122700, 122800, 122900, 123000, 123100, 123200, 123300, 123400, 123500, 123600, 123700, 123800, 123900, 124000, 124100, 124200, 124300, 124400, 124500, 124600, 124700, 124800, 124900, 125000, 125100, 125200, 125300, 125400, 125500, 125600, 125700, 125800, 125900, 126000, 126100, 126200, 126300, 126400, 126500, 126600, 126700, 126800, 126900, 127000, 127100, 127200, 127300, 127400, 127500, 127600, 127700, 127800, 127900, 128000, 128100, 128200, 128300, 128400, 128500, 128600, 128700, 128800, 128900, 129000, 129100, 129200, 129300, 129400, 129500, 129600, 129700, 129800, 129900, 130000, 130100, 130200, 130300, 130400, 130500, 130600, 130700, 130800, 130900, 131000, 131100, 131200, 131300, 131400, 131500, 131600, 131700, 131800, 131900, 132000, 132100, 132200, 132300, 132400, 132500, 132600, 132700, 132800, 132900, 133000, 133100, 133200, 133300, 133400, 133500, 133600, 133700, 133800, 133900, 134000, 134100, 134200, 134300, 134400, 134500, 134600, 134700, 134800, 134900, 135000, 135100, 135200, 135300, 135400, 135500, 135600, 135700, 135800, 135900, 136000, 136100, 136200, 136300, 136400, 136500, 136600, 136700, 136800, 136900, 137000, 137100, 137200, 137300, 137400, 137500, 137600, 137700, 137800, 137900, 138000, 138100, 138200, 138300, 138400, 138500, 138600, 138700, 138800, 138900, 139000, 139100, 139200, 139300, 139400, 139500, 139600, 139700, 139800, 139900, 140000, 140100, 140200, 140300, 140400, 140500, 140600, 140700, 140800, 140900, 141000, 141100, 141200, 141300, 141400, 141500, 141600, 141700, 141800, 141900, 142000, 142100, 142200, 142300, 142400, 142500, 142600, 142700, 142800, 142900, 143000, 143100, 143200, 143300, 143400, 143500, 143600, 143700, 143800, 143900, 144000, 144100, 144200, 144300, 144400, 144500, 144600, 144700, 144800, 144900, 145000, 145100, 145200, 145300, 145400, 145500, 145600, 145700, 145800, 145900, 146000, 146100, 146200, 146300, 146400, 146500, 146600, 146700, 146800, 146900, 147000, 147100, 147200, 147300, 147400, 147500, 147600, 147700, 147800, 147900, 148000, 148100, 148200, 148300, 148400, 148500, 148600, 148700, 148800, 148900, 149000, 149100, 149200, 149300, 149400, 149500, 149600, 149700, 149800, 149900, 150000, 150100, 150200, 150300, 150400, 150500, 150600, 150700, 150800, 150900, 151000, 151100, 151200, 151300, 151400, 151500, 151600, 151700, 151800, 151900, 152000, 152100, 152200, 152300, 152400, 152500, 152600, 152700, 152800, 152900, 153000, 153100, 153200, 153300, 153400, 153500, 153600, 153700, 153800, 153900, 154000, 154100, 154200, 154300, 154400, 154500, 154600, 154700, 154800, 154900, 155000, 155100, 155200, 155300, 155400, 155500, 155600, 155700, 155800, 155900, 156000, 156100, 156200, 156300, 156400, 156500, 156600, 156700, 156800, 156900, 157000, 157100, 157200, 157300, 157400, 157500, 157600, 157700, 157800, 157900, 158000, 158100, 158200, 158300, 158400, 158500, 158600, 158700, 158800, 158900, 158900, 159000, 159100, 159200, 159300, 159400, 159500, 159600, 159700, 159800, 159900, 160000, 160100, 160200, 160300, 160400, 160500, 160600, 160700, 160800, 160900, 161000, 161100, 161200, 161300, 161400, 161500, 161600, 161700, 161800, 161900, 162000, 162100, 162200, 162300, 162400, 162500, 162600, 162700, 162800, 162900, 163000, 163100, 163200,



REVIEWS

SPECTRUM

Altimeters 81
Night Rider 78
Overlander 81
Psycho Pipe (ZX81) 82
Road Blowers 83
Summer Games 78
Summer Games II 80

COMMODORE

Bathman 79
Parasite War (VIC 20) 84
Postball Manager 2 82
Smash 79
LA Checkdown 81
Reinventer 79
Street Sport (VIC 20) 79

AMSTRAD CPC

Dragon Master 84
Grazing 82
Overlander 81
Summer Games 78
Summer Games II 80

ATARI ST

Army Men 82
Brain Box 83
Eliminator 80
Great Slave Riders 83
Helter Skelter 81

LEAD REVIEW

64 ■ STARGLIDER II

The sequel to one of the biggest 16-bit games ever (Starglider flew its way to your screens). Starglider II wipes the floor with all previous computer games and sets the challenge for all software to meet – even if they won't advertise it...


STREET GANG

Tanglewood 76
Zoom 74

PC

Football Manager II 82
Scattered 80
Street Sport (Amstrad) 79
Summer Olympic 80
Ultima V 80
Vizor 80

SEGA

L-D Man Hunter 82
Ride Wild 80
Archie Adventure 80
Penguin Land 80

60 ■ CARRIER COMMAND

Helping to place Rainbird firmly at the top of the software tree, Game of the Year (see part 1), Carrier Command cruises in on the Amiga.

51 ■ HELTER SKELTER

You won't lose your mirthball-way down and score your best in this version of Helter Skelter – if you do you're playing it wrong.

75 ■ WASTELAND

Great nuclear rubble in south America? Looks like a job for the (the) Steel Rangers in this bland's Take-type RPG of the future.

53 ■ GUNSHIP

Take off vertically into one of the best helicopter flight sims ever – now available for your Amstrad.

57 ■ BIONIC COMMANDO

Although a straight conversion from the ST game, Bionic Commando on the Amiga remains an incredibly addictive platform and b dodger market.



82 ■ ELIMINATOR

Fourteen levels of increasingly tough, well programmed, anti-heroic, shoot-'em-up mayhem, in Eliminator you do as the game suggests – be everything you want.

63 ■ SUPER HANG-ON

Make a mess of Super Hang-on's four courses as you speed through the meadows of the world trying to beat the clock.

VERSION UPDATE

STREET FIGHTER

Espcom/SEI

Amiga £24.99

Amiga 624.99

REVIEWED on the Amiga never seems to stop. Based on the 8-bit machine in **TAMASHII'S Spectrum**, **ATARI ST**, **SEI**, **Commodore 64/128**, **MSX**, **Amstrad CPC 6128**, **Cassette Computer's** home-computer conversion now has the 16-bit Amiga.

Both new versions were coded by **Thales**, authors of **1997 Racing Thunder**, **Indiana Jones** and the forthcoming **Cassette Computer** release **Lost City**. **Street Fighter** pits Ryu, a skilled master of the **Shoryaku**, against Ken from **Violent Fist** in ten different locations. Each bout consists of three rounds, the winner of which either fights additional opponents, or if Ryu is victorious he gets to try his hand at the bonus round which involves shopping store blocks in **heat**.

One of the few differences in the 16-bit versions is the graphics; the large fighters perform in front of nicely-detailed backdrops, many of which are 3D.

The only minor variation between the Amiga and ST versions is the clouds - on the ST they move slowly past, while on the Amiga they remain static.

But disappointingly most of the graphics are purely cosmetic; all-

action is limited and movement is slow. The striking looks of the Amiga's tune is preferable to the high-pitched whine of the ST.

Street Fighter is too easy to master, and suffers from delayed

joystick response. The ST delay is less than half a second so it's hard to generate a fast, but the Amiga is even slower, making it very frustrating to play.

The converters have also lost a vital and enjoyable element of the original game-top - the pressure pad/mouse/trackball which allowed you to punch and kick at three different strengths. This feature has obviously been sacrificed for conversion, and a joystick cannot hope to simulate the fun of physically attacking the

machine.

Street Fighter is a prime example of a 'Third generation' am machine gamestop - the Amiga, relying only on its superior graphic capabilities, in short, loses graphics, share about the game.

ATARI ST: OVERALL

54%

AMIGA: OVERALL

51%



Very nice to look at but frustrating and just not a pleasure to play - Amiga screen

VERSION UPDATE

BERMUDA PROJECT

Mirrored

Amiga £24.99

THREE SAY they're never utilising the same plane here, but the plot in **Bermuda Project** might change. **Promised** on the **Ami ST** in **TAMASHII** (1994), the mysteries of the Bermuda Triangle are revisited with added to the underground section in the Amiga version.

Now, as a 3D journalist, have been assigned to investigate a series of unexplained disappearances in the Triangle. But a clever bonus puzzle makes an unstructured landing on an island deep within the mysterious zone...

Time has no meaning on the island, and throughout your adventure you'll need people and objects from all areas. By getting them to help you, or by breaking them, you must survive to find another place and try to freedom.

Playing in real-time, you control the main character by mouse and option menus. Options available include sound, STC, DRC, use Amiga, and autosave.

The small, crudely-animated

hand-drawn mechanically around a screen which scrolls very patchily. **Bermuda Project** has a useful pause option and although the graphics are poor and the sound

effects sparse it has some degree of depth and requires sufficient curiosity to keep you playing for a short while.

AMIGA: OVERALL 60%



Access to the village is gained by smashing down the gates - now where did you leave that plug?

HELL TA PLAY

HELTER SKELTER

Anticsoft Software Limited

Close Breakout with a classic Pac-Man-style game and fertilise with a hint of Pac-Man, and what have you got? Helter Skelter, a great 16-bit game from the creators of Audiogames' big hit, Impact. John Gale, *Adrian Stephens and Shirley Morrison*

Consisting of 80 screens placed around the castle, Helter Skelter features platforms and barriers passed by an assortment of screen monsters.

Your objective is to squash all

monsters present, as tricky to master at first as it is hard proving difficult to get to the desired area of the screen. However, as is the case with many such games, practice makes perfect.

Monsters have to be killed off in strict order. Your next victim is indicated by a yellow arrow above its head. Should you attack an unhighlighted monster, it divides leaving two smaller monsters behind a mere few pixels.

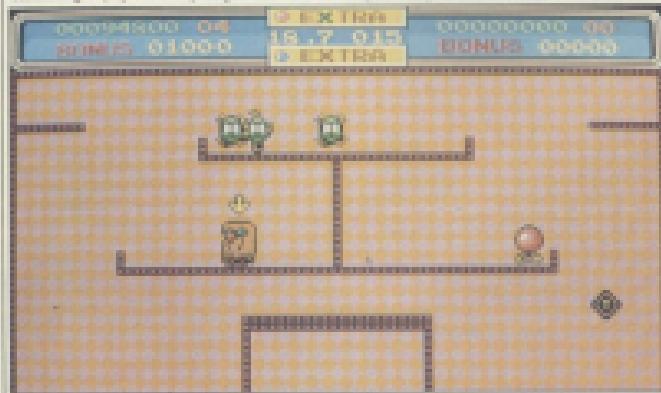
Freeze a crowd

Icons pop up throughout play which, when collected, award bonuses such as warp, extra time, fire breath and monster freeze. Additionally, collecting the letters E.T.U.R.A grants you an extra life.

The player can simultaneously handle the problems presented by Helter Skelter, and controlling a red ball that bounces. Screen 17 to 80 inclusive has four-player screens only, and only 10 screens are accessible after playing seven.



Controlling the play unit is easy using the built-in screen-designer - design screen



Use the mouse with the arrow above the head. Press down twice/Mouse keys as many as eight - design screen

Creator Skelter

If you're not content with the 80 screens already available in Helter Skelter you can create 48 more using the built-in screen designer. This allows you to custom-build screens - from choosing background colour to deciding the speed of the monsters' movements.

The designer is mouse-controlled, using an on-screen pointer to select menu options. Platforms can be added or deleted and co-ordinates are displayed to make placing your screen easier. Monsters can be placed wherever you wish with another direction and speed (on a scale of 0-7) chosen. You may then select start positions for the ball, skill levels and bonus scores. The designer is easy to use and complements the game very well.

Every level contains a password to give from where the action may continue when a new game is begun.

The Impact authors have created an excellent game in Helter Skelter, one which compels you to see just one more screen. The gameplay is enjoyable and particularly rewarding when a level is completed.

ATARI ST, AMIGA Diskette £14.95

Both versions are identical, right down to the passwords used. The graphics feature a cartoon style humour which makes the game incredibly addictive to play, and the sound is similar to Impact in both style and the musical effect, but overall different, with a slightly more pulsing out to indicate when a better appears on-screen. Helter Skelter is one of the most fun games of the moment, and at a nice price too.

OVERALL, 87%

OTHER FORMATS

Please to release disk version depending how well the ST and Amiga games sell.

"An excellent game, which compels you to see just one more screen."

FIVE FIST-FULLS OF

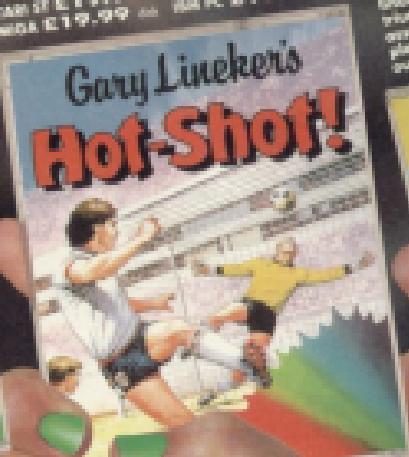
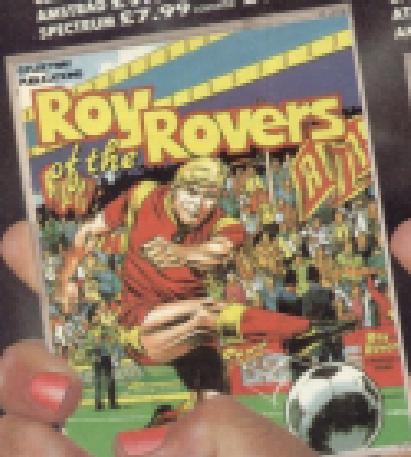
ROY OF THE ROVERS
THE CLASSIC 1960s TV series from the Manchester United fan's point of view has been collected in one book for the first time. It's a superbly written, gripping story of football, family life and personal development. Tom is a teenage boy playing football for his local team, MASTERS, and his best friend is Roy, his dad, who is a coach. In order to play the most important games of his career, Roy has to leave his wife and son behind.

GARY LINEKER'S NOT SHOT

**GARY LEE
HOT SHOT**

The most remarkable book ever produced by hot topics. They're in a delicious, down-to-earth, good-natured style which includes lots of good stories, loads of great ideas, the latest in hot topics, and lots of hot words. It's designed to make you feel with you all the things you need to succeed. Learn what it takes to make the shooting career of Benjamin's big brother in Gary Lee's Hot Shot.

CBA 84-120-99	14.99	in
AMAZON 19.99	14.99	in
SPINTRIA 17.99	12.99	in
STAN 21.99	14.99	in
AMERICA 17.99	10.99	in



10. The following table summarizes the results of the study. The first column lists the variables, the second column lists the sample size, and the third column lists the estimated effect sizes.

VERSION UPDATE

THE GREAT GIANA SISTERS

Random Arts

Amiga ST: £16.99

THREE OF us share like a good son, and we've already nicknamed the Giana sisters on Commodore 64/128 and Amiga as simply-preserved but addictive versions of those Mario guys. The ST version received 82%, the 16-bit 77%.

The objective is for Giana to safely pass through 20 stages and collect a magic diamond – presumably a mega girl's best friend.

Standing, hopping, and bouncing in her way are snapping lobsters, scuttling starfish, over-sized lobsters, and tough-looking seahorses.

It may be a bit unlucky-like, but Giana can fly to jump on these obstacles and flatten them. And between over-spawning sessions she can turn to a bunch of gentle head-hunting, barking special rocks with odd textures.

In the final stage, Giana takes some rougher sister Mario, rampaging through alternating sequences of lava and acid.

A tap-dancing turn leads to Mario into a pool who can smash stones, triggering gongs that allow Giana to skip, plus she must make

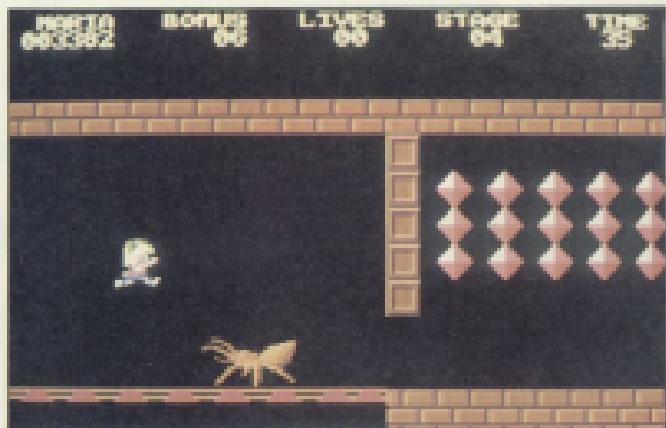
the bobby form in on enemies, coaches get creatures to sleep, or continue to rest.

magic bombs have the same effect as attack bombs, water-drops help with fire and a ladybird can eat flies.

Also on the Super Mario Bros-style weapons are wings for higher levels, hidden chambers and an ugly dragon called Pushe.

The ST version recreates the simple graphics of the Amiga almost exactly, and includes its continuous scroll.

The winding introduction is amazingly fast here, yet strangely since the main game starts by screen techniques disappearing take just. This can be irritating at times, but doesn't seriously affect the compelling gameplay – highly recommended for Super Mario fans.

ATARI ST: OVERALL 75%

Down in the depths the daring Giana must face a host of hideous creatures

VERSION UPDATE

TANGLEWOOD

MicroProse

Amiga: £19.99

UNCLE ARTHUR has lost the papers proving the planetary mining rights, and they've become extremely valuable since the rise of Big-Dynamite and his ilk. Uncle Arthur's "big plan" is to buy Tanglewood, and TGA is asked to break up the Amiga ST. The Amiga (Cost 6000) shaped this innovative arcade adventure across the world for an exclusive control method, which on the Amiga is marginally improved.

The company Uncle Arthur bought the rights off now claim they never sold them, and have reactivated their base on the planet to resume mining. Uncle Arthur's only hope is to find the papers. But his computer-controlled mining modules are – to say the least – unpredictable. He needs someone who's a whiz with computers...

Having accepted the job (after all it could make you rich) you are confronted with an overused mine scenario set in an arid landscape, which provides information on a dialogue machine.

A window announces found items with a mechanical feel, and accessing data on the module is done by flicking switches, using

the mouse to manipulate these systems gives a unique, and atmospheric series of scene victories called Return. Control of the modules (all of which have different abilities) is walking on water searching for those elusive diggers.

Despite this remains difficult, however, and even with a direction arrow added, practice remains essential to gain full control.

To get Uncle Arthur you have to explore the environment, picking up objects to repair modules, hide with the natives and so on. The confined view is perfectly manageable, but in certain places – such as Tanglewood forest – you switch to a first person viewpoint which, interestingly, isn't. In the

depths this can lead to the plug being pulled on the game as several useful functions are not available in such places.

This Amiga version is very similar to the ST one, but there's no bad thing with such attractive graphics. One of the best 16-bit graphical adventures around – if you've the time and patience.

AMIGA: OVERALL 75%

THE ULTIMA COMPUTER RPG?

ULTIMA V

Bright Systems/Monolith

Ultimania suffers a hell of a lot. It must — it's featured in four Ultima games already! Bright are known for their strategy and role-playing games, from the cybernetic tans of *Oxyx* to the mythical oriental magic of *Melobius*. But best-known for the Ultima series, a more traditional sword-and-sorcery setting for an RPG. Subtitled *Missions Of Destiny*, the fifth episode now reaches the computer screen.

If you have played Ultima VI you can load in your saved character, otherwise one must be created. This is done by visiting a crypt, who, instead of your character attributes according to your replies to moral questions. The eight virtues are Honesty, Compassion, Valor, Justice, Scientific Honesty, Responsibility, and Humanity...underlined by the last named after them. Your aim in the Ultima series is to increase these personal attributes.

But more immediately important to the player are the standard RPG variables: experience, health, strength, intelligence, dexterity and magic levels, hit and expert move points, and Ultimania's mysterious bonuses.

The game begins as a summoned party from anywhere in the world by the power of a Codex Ultima. You travel to Ultimania. Your knight friend Shandor greets you, but almost immediately is recruited by a trio of rascals.

They Audit, another kidnaps them off, asking you to support the assumed Ultimania on the short assumed journey to their hideout lair, where he tells you what they.

An attempt to raise the Codex from its resting place in the Abyss, resulted in the summoning of Ultimania's priest. A covetous wold, linked to the underworld, claimed it's a breeding ground for monsters far worse than those which previously plagued Ultimania, just waiting for the opportunity to wreak havoc throughout the land.

A former ally disdained, which provoked an alliance to the underworld. Lord Elmin and six knights set off to capture it, but only one knight returned, for even these skilled fighters were no match for the abominations they found, and the exulted leader is feared dead.

Ultimania has taken over, and under the influence of the Shadowists — hooded figures with scimitars, glowing eyes — has become a tyrant. All men of good heart have been banished.

As Ultimania, morally upright players, you tell you of the tor-

rid consequences of the Codex's retrieval. You have been summoned at great risk to those responsible, to lead a quest to find Lord Elmin, and to help him restore peace and democracy — if he still lives.

Happy talking

Your party of three is displayed in the game via landscapes as a single figure, together with the party list, commands and party status pane which make up the RPG elements. Movement — joystick or cursor keys — is in the four cardinal directions. Commands are entered on the keyboard — 26 used in the game. One in particular is very useful: your party may be expanded by having a third guy join with a character. This joining you will be of great use in venturing into the dark and dangerous Underworld beyond Ultimania.

Combat is implemented during your exploration of both Ultimania and the Underworld, and unopposed view of your location is then given, each character now shown indi-

vidually. Control cycles through your party members, one action, offensive or otherwise, made per turn.

Swirling smoke brings up a cursor which may be pointed at the target, provided it lies in an adjustable distance. Attacks, though straightforward, may have limited breath, food or magical items, which you obtained by the *on command*.

Spirits may only be used by characters with sufficient magic points, which also determines their sophistication. There are eight orders of power, and each of the 40 spirits needs a mixture of ingredients and magic words. Objects, indeed, and magical properties can be easily used, including no special processes.

Presentation, both in the graphics itself and its packaging, is excellent. The box includes a full map of Ultimania and a Codex of Ultima Wisdom card, to supplement a detailed Book Of Lore, which tells of all aspects of Ultimania life, and two prayer reference cards.

Arcade players could gain hours of enjoyment from this, opening the area of role-playing games to them with one of the best of the genre now available.

PG Disaster (\$39.95)

Based on a mod of the BBS card, Atmospheric lets accompany the introduction and character-creation text, and colorful characters match the present scenario of the game game. The change land is full of jet-powered creatures, from which both useful and absurd statements can be drawn by careful use of the *on command*. They add interest to an already interesting game.

OVERALL: 81%

OTHER FORMATS:

A Commodore 64/128 game is due for release in mid-September, disks only at \$34.95, with Amiga and Atari ST formats expected toward the end of October, price: \$39.95.

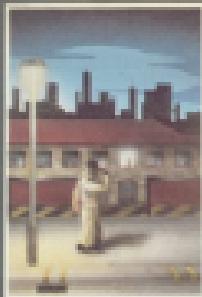
"Arcade players could gain hours of enjoyment from this, one of the best of the genre!"

Looking more like an adventure than a role-playing game, Ultima V would of course be a welcome addition to high-intensity for future PC games.

Far from your tired while strolling through the scrub woods is the recess of a mysterious gypsy camp that can claimed to have seen. But then you see the colorful wagons sitting in the valley below. Strangely, you find yourself drawn to the wagons. As you approach, a woman's voice from inside says, "Enter, O Seeker."

Upon entering, you find an old gypsy sitting in a red-lined room. In front of her is a table upon which sit two incense bowls. The ancient gypsy smiles as she says, "I have been waiting such long time, but at last ye have come. Sit here and shall read the path, a your future." She throws some powder into the bowls that causes a thin blue smoke to billow upward from them. Starting with the smoke she says, "Let us begin the casting."

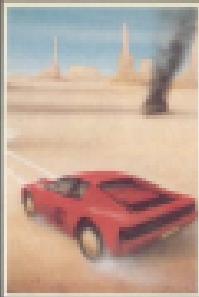




BOMBER
Bomber, an action and shoot 'em up, features a famous 24 floors level for solo and team play. Missionaries, who are experts in mobile phones and telephone resources, get it from bombed out the planes by the criminal bandits. Bomber, Missionaries, why? ANCO (UK)



BOOMERANG RACERS
Control your driving skills to accomplish the most difficult highway at speed. Overcome the different cars and the ones that get in your way but never let your car's engine heat the engine cool and the tyres and steering road. Acceleration of better cars and better weapons depends on your strategy and tracking skills. ANCO (UK) & (FRANCE)



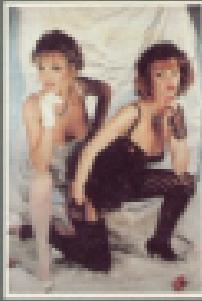
EMERALD ISLE

A quest arcade adventure which has received much acclaim. Each level has its own unique situation and requires ingenuity and cleverness to complete. One player or two players TEAM action for added enjoyment. ANCO £14.95
CINEMA PLUS + £7.95 (D) £9.95



MARSHAL

Witness relentlessly pursued by the creature undertakes to clear the black fog engulfing the world capitals. An addictive game requiring quick thinking and action. ANCO (UK) £19.95
CINEMA PLUS + £7.95 (D) £9.95



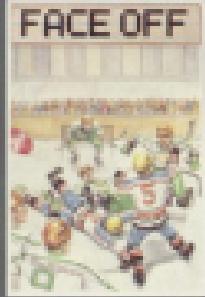
STRIP POWER II PLUS
A striking evening with
Sex & Dance
ANCO £7.95 (D) £9.95
CINEMA PLUS + £7.95

SWIMMING
Progress through 20 levels of this fast and furious action. Lighting reactions are secondary to the strategic choices between better strike or better defense. ANCO £14.95



FACE OFF

Experience the sheer pace and exhilaration of ICE HOCKEY. Be prepared for the body checks, fouls and rough play. League competition, 1 or 2 player option. ANCO (UK) £14.95



STRIP POWER II PLUS DATA ACCESS
Requires Strip Power II Plus disc
no load
Disc 1: Beauty & Dance
Disc 2: Sex & Fun
Disc 3: Swimmers & Models
Disc 4: Roasted & Kite
ANCO £7.95 (D) £9.95



WORD TEXT
Ideal for home and business use. Menu driven to enable a novice to use powerful capabilities with minimal reference to the tutorial manual.
WORD BASE - a powerful data base with fast SEARCH and SORT facilities includes a very flexible data parser. Sorted files can be used by the Micro Text word Processor to send personalised letters. A loan to any Data Brothers ANCO £19.95 (D) £24.95

WORD BASE
Ideal for home and business use. Menu driven to enable a novice to use powerful capabilities with minimal reference to the tutorial manual.
WORD BASE - a powerful data base with fast SEARCH and SORT facilities includes a very flexible data parser. Sorted files can be used by the Micro Text word Processor to send personalised letters. A loan to any Data Brothers ANCO £19.95 (D) £24.95



BEVERLEY

ANCO

ANCO SOFTWARE LTD. UNIT 9-10 BURNHAM TRADING ESTATE
OFF LAWSON ROAD, DARTFORD, KENT DA1 6RH TEL: 0322 82610
MAIL ORDER HOTLINE: 0322 522631 FAX NO: 0322 93422
PAYMENT BY CHEQUE, P.O., VISA OR ACCESS

KOREA MINDED

SUMMER OLYMPIAD

Tynsoft

Tynsoft appropriately released Winter Olympiad back in February and now, on the eve of the Seoul Olympics, we get the summer sequel. The man behind the 16-bit game is Paul Deenend, while Michael Landrauff handled the visuals on the 8-bit versions.

As numerous forthcoming documentaries will doubtless reveal you, the modern Olympic Games originated in 1896 due to the efforts of Baron Pierre De Coubertin. The first Games were held in Athens, where the Greeks had their sporting competitions in ancient times.

Tynsoft, quite sensibly, has added their coverage of the Games to pad five events: Steel Shooting, Fencing, Triple Jump, High Jump and Handball. In each event, including fencing, players take turns rather than compete directly against each other.

Seoul man

The Steel Shooting appears to be quite authentic, featuring seven different shooting positions around two firing points. During his turn a player progresses through the shooting stages, with the angle, speed, and height varying accordingly. Shots are released as soon as the player presses the joystick upwards, and shots are strictly limited. The difficulty in the event comes from the need for both and accurate reactions, rather than simply hitting lots of targets quickly as in Archery.

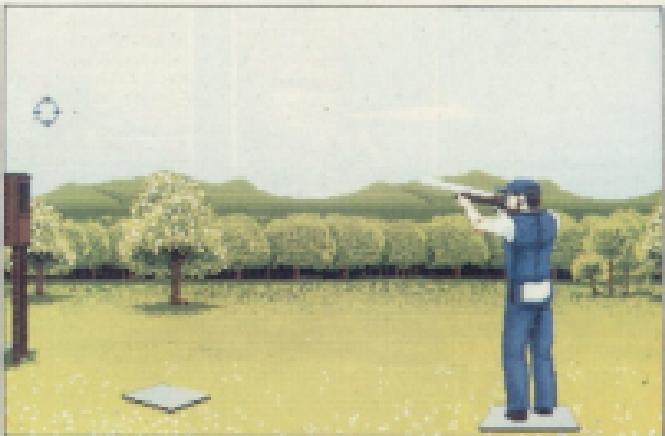
Fencing is congressional, in education classing matches, but

the button makes you lunge forward, and advance or retreat is controlled by moving the joystick forwards and backwards. The number of hits needed to win a round varies from machine to machine, but all versions have a limit.

The Triple Jump is more playable with the player running down a track, using left or right rhythms

and armable sports, particularly on the Atari ST where a related soundtrack is given over the allocation of marks. Moves are restricted to lunging, running, jumping, rotation and jolting.

Handball is not much more complicated, but keeping speed up with joystick wagging while correctly throwing punches is a touch-and-feel formula.



Compete once as you attempt to clear the incredibly small first landing distance - Atari ST screen

the Tynsoft game captures some of this sport's subtlety. Left or right on the joystick gives a boost or parry respectively, breaching the

ability to build up speed until pressing fire and using up and down to set the correct angle for each leap. Swinging is one of the most look-



ANGLE 35°

SPEED

Power, correct angles and a quick start action are the unusual requirements for making a good triple jump - Amiga 500

COMMODORE 64/128

Commodore: £3.99
Diskette: £14.99

This version uniquely features a side-on view of the hurdles. Everything is scaffolded but nothing is outstanding, and the game doesn't compare that favourably with the soon-to-be-released Super offering, Gold Silver Hurdles.

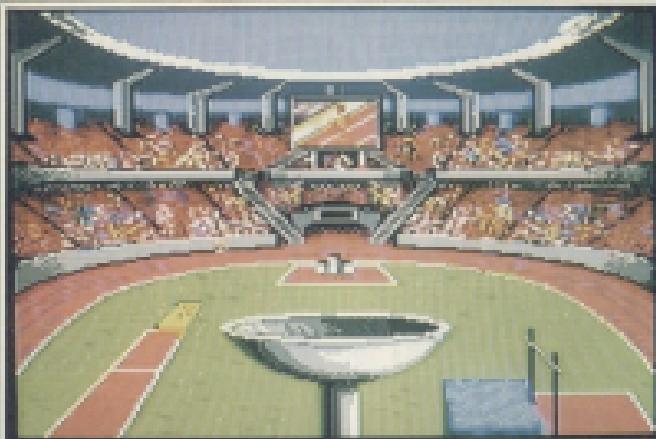
OVERALL 74%

PC

Orbitel: £24.95

The PC game offers analcolic, far CGA mode for "more compatibility" advocates, but there is no VGA option. Nevertheless, even in 4-colour mode the graphics are well drawn with an acceptable intro tune. Unfortunately the character is very weak and the player starts being too fast, while the hurdles demand jumps be timed even before they appear on screen.

OVERALL 63%



The very attractive opening ceremony features balloons, pyrotechnics and the lighting of the Rainbow torch - a sequence stored in full screen

VERSION UPDATE

VIXEN

March

PC: £24.99

REVIEWERS' RATING: Vixen on all three 8-bit machines together with the Amstrad II in TDMX88 (Commodore 64 85%, Spectrum 88% 100%, Amstrad CPC 49%), Amstrad 321 81%) would be enough to give anyone whiplash, but now a PC version has come along with

some very impressive use of the EGA (Enhanced Graphics Adapter).

The gameplay remains the same, with Vixen in Control Room 101, running to complete a level before time runs out, refilling oil tanks into shape and collecting fox heads along the way.

Once enough fox heads have been collected, a bonus section comes into play of thermal and oil-level stages. Vixen is transformed into a fox in a nest-enriched sequence, and then the aim is to collect

a magnetite and as many presents and ingrediends as possible before time runs out.

Magnetite anti-creatures multiply the score at the end of each level - but it's the last 100 or so they. And on the higher levels the robots vital as the invasions are much tougher to beat with.

Of all the versions so far, the PC game makes dramatically the best use of resources. Even the impressive digitisation of the Russell polka - or should that be grays? - against the spectacular columns of purple and the creatures that

ATARI ST Diskette: £19.95

The loading of each event is accompanied by a short picture, and presentation throughout is first class. On the hurdles section, for example, the 'Guru's' longer high can, then transports you down behind the hurdles. This whole game is playable, but makes no substantial improvement over 8-bit versions.

OVERALL: 77%

OTHER VERSIONS

Conversions are imminent for the Spectrum (base £19.95, disk £14.95) and Amiga of £19.95.

"The gameplay is very weak."

invade it.

Apart from the absence of the ST's original colors, the two versions are visually very close indeed. The PC even manages a relatively good attempt at this.

But playability remains rather weak - especially because if you don't possess an EGA-type monitor, the keyboard has to be used.

Still, overall this is an excellent example of what the PC can do when pushed. All power to March for the obvious care taken on this commendable conversion.

PC: OVERALL 72%



Clinton Russell's career took off just as well. The PC version of Vixen has brilliant conversions - open to comment without the need for a really good game!

MATCH DAY II

The graphics are clean and relatively uncluttered. The wealth of moves and tactics available put this game in a league of its own. G&D



Previous steps again by Joe Bremner and Barrie Brewster and this full-blown Day is the result of all the customer feedback and advice on how to create the process to generate revenue.

Jump, punch, and roll along the side marker to move the ball from player to player until it reaches the end zone.

GRANDSTAND SEAT SELECTION ON THE FIELD AT Wrigley Field is a unique experience and the action-down-the-left-field line is unequalled.

"Match Day it has every option you could ever think of and looks more or less. The graphics are clear and well-animated. It's the best football game around." **Tom**

AT LAST

A READING SUCCESSFUL
THE ULTIMATE AMERICAN
FOOTBALL SIMULATION.
A GAME WHICH HAS
REACHED THE HIGHEST
QUALITY POSSIBLE.

ocean

如需帮助或有其他问题，請到 [支持頁面](#) 查詢。

VERSION UPDATE

OVERLANDER

Spectrum 48/128: Cassette £7.99, Diskette £12.99
 Amstrad CPC: Cassette £9.99, Diskette £14.99

SL 0000000 \$0002300 HI 0000000



OVERLANDER (Spectrum, Amstrad, ST)
 scrolling, death and destruction -

Looking very much like the Spectrum game Overlander on the Amstrad it is full of a lot of fun.

Move but playfully, Overlander puts you in the Spectrum until a moment of "aha".

Being monochrome - a feature which tends to make trucks merge

out. Minimal plot has been put into the game's literature, making it most unsatisfying to look at and play.

But the 200 conversions do have in the playability of the original ST game (85% in TIGAWARE). The challenge is tough to begin with, but the extra resources you can buy as you progress make the going easier. Strategy is helped by the rapid response of the car, and the high degree of control you have over the vehicles. The extra equipment and resources on offer provide a moderate amount of depth and variety. Overlander is well worth a look, if you want aggressive automobile action.

**SPECTRUM 48/128:
 OVERALL 70%**
AMSTRAD CPC: OVERALL 60%

Whoops Apologies

In TIGAWARE we stated that the Amstrad CPC version of Overlander was written by Richard Underhill when in fact Steven Pegg was responsible. Richard Underhill actually converted the Commodore 64/128 game. We apologise for this blunder - the reviewer in question has been subjected to hours of reprimand.

SL 0000000 \$0000700 HI 0000000



LIKE A RIND-BLOWN SOW PLOY

PSYCHO PIGS UXB

US Gold

The swine shenanigans in *Psycho Pigs UXB* make *Animal Farm's* hysterical haplessness look a total bore — these pigs are really out to bring home the bacon. The game is licensed from the Jaleco coin-op, *Pigs And Bombs*, and renamed by US Gold staff following a memo sent round requesting an apt title. It was converted by Software Creations (Bubble Bobble and Bionic Commando), same.

In an intergalactic pigsty, the toughest, meanest boars are granted hogwash to bacon and for all out sorts of mayhem in the Psycho Pig of the millennium. Heavily it will be you or a friend — *Psycho Pigs* can be played solo or by two players simultaneously.

Dicing with pork

The world is set on chaos screen and before play commences opposing pigs and bombs are positioned. Each bomb has a different fuse length, ranging from 10 to 120 seconds. Your objective is simple — pick up a 1000-pointed *Bombastic* and blast it out at an opponent. Bombs hitting pigs explode them, sending your targets to that great pig in the sky. However, should one miss, the timer continues to counts down to zero and then exploded, taking the life of any nearby pig. Killing off an adversary rewards you with an item to give your pig additional power, speed, slush or unpredictable cool.

SPECTRUM 48K/128

Developer: US Gold
Barcode: 52439

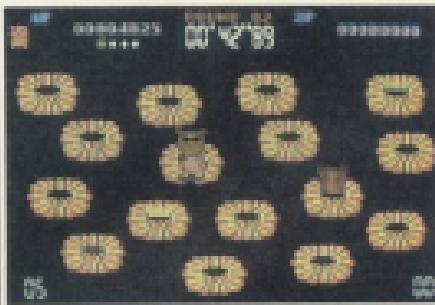
Psycho Pigs UXB looks good, it's a shooter that plays is matched by slow, thoughtful responses. The 128K version features a mind-numbing menu and spod FZL. Graphics are monochromatic — incorporating characters, pigs and bombs in some desecration outside the play areas. Apparently at first, Jaleco's *Pigs UXB* leaves the humour after a few games — but not its simplicity.

OVERALL: 52%

After every third screen, there's a bonus round. From 10 more up to 100 more and your pig must kill as many as possible to max up a score. You carry on killing and killing until all your three lives are lost. A credit feature enables you to continue a game from the



Although not released for the Commodore 64/128 at the time of going to press, we thought you might like to see what it looks like anyway.



Blowing around and chasing a pig of moment will it take to win in this game — Spectrum screen

screens on which you died. The action is incredibly silly, and for that reason alone captivating. Making a welcome change from serious simulations and hard-core shoot-'em-ups.

OTHER FORMATS

To be released shortly on Commodore 64/128 and Amstrad CPC, both £5.99 each, £74.99 duo.

"The action is incredibly silly, and for that reason quite captivating"



VERSION UPDATE

Rotorhead**GUNSHIP**

Microprose

Amstrad CPC: Disaster? 87%

ORIGINALLY released on the Commodore 64/128 in April 1987, Gunship was highly acclaimed for its depth and the sophistication and fine detailing of the helicopter's various display systems. Unfortunately, released on the Amstrad CPC 460/500/610/612 and the later 660/664/666/667, Gunship was treated equally warmly, and now the Amstrad CPC version is finally upon us.

You are placed in the cockpit of a US Army AH-64 Apache helicopter, one of the most advanced attack helicopters in the world. The Apache has a maximum speed of 200 mph, endurance around 10 hours, flying 100 miles blocks of 1000, radar and television cameras, and an automatic 'Chain Gun'.

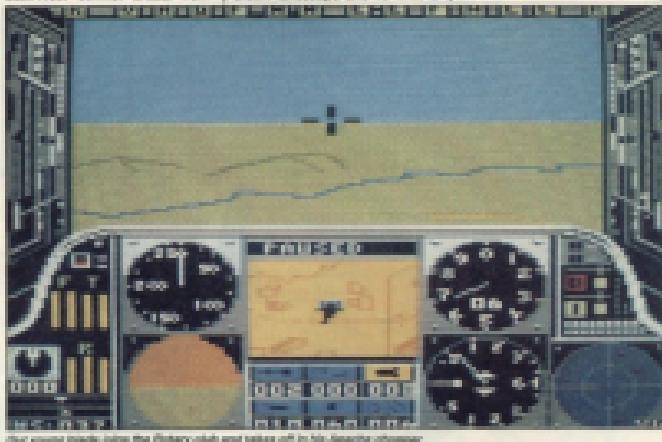
The screen at first looks daunting as you come aboard, but the menu is extremely comprehensive and is essential reading before takeoff.

Altitude, compass indicator, artificial horizon and rate-of-speed meter are just a few of the aids which surround the main view.

The Apache has a special information system known as IHADSS - Integrated Helmet And Display System - which controls various optical systems and relays them to an eyepiece built into the pilot's helmet. This is of much use

for TADS - Target Acquisition and Designation System - which tracks potential targets and relays information.

You engage in a situation of two East/West conflict areas, from



that young eagle, who the rotary coils and takes off in his Apache chopper.

VERSION UPDATE

ROADBLASTERS

US Gold

Spectrum 48/128: £6.99 Cassette, £12.99 Diskette

US GOLD SOFTWARE are responsible for the Spectrum conversion of this Atari road racing classic from 1985, following the disappointing Commodore 64/128 game (TOMATO). US Gold have written their own version of the original game, which received 77% in TDM88 on the Spectrum 48/128 and 74% on the Amstrad CPC (TDM88).

This version of Roadblasters is the most playable version due to the vehicle's manoeuvrability. Your car moves using the keys and will react quickly to joystick movements - although over-sensitivity is a minor problem. The graphic techniques are slightly ugly and the physics of the game don't fully live up to the situation. The track layouts are somewhat less demanding with the progressive difficulty pattern of all the right level. The backdrops of hills and cities are attractive but suffer from overall lack of colour.

Flight Training in the USA, where the American has been promoted to Jet Assisted Takeoff in Western Europe, having faced opposition. The reason of flight can be altered with flying style simplified, weather conditions and enemy equipment changed to suit.

Using the 8-bit processor, the graphics of the Amstrad CPC version are limited compared to the Atari 80 and the overall presentation is more akin to the Commodore 64/128 game.

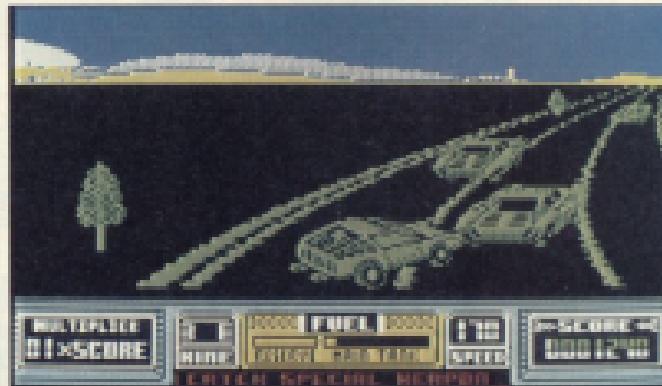
The update speeds the reaction times between vehicles and vehicles to

body size, but this does not affect enjoyment when some commented sound is reduced to a basic note-like effect, simple exposures and the occasional blip.

A wealth of information is available, as ever, from the detailed Microprose manual, and gameplay is nearly as good as the Commodore 64/128 version. All in all, an absorbing and challenging helicopter combat simulation.

AMSTRAD CPC: OVERALL 81%

Roadblasters does have playability, it is the all-important factor which sets it above the Commodore 64/128 game.

SPECTRUM 48/128:
OVERALL 62%

Monochrome it may be, but most of the fun of the underground has been kept - it's fast, sharp and tough all the way!

YOU START WORKING FOR MONEY.



MONEY STARTS WORKING FOR YOU.



Now there's a better way to handle your money.
An Abbeylink Card with an Abbey National
Current Account.

The Abbeylink Card lets you get your money out
from a national network of cash machines 24 hours a day,
seven days a week.

Our Current Account is like a bank current account
— only better. You don't just get the usual things like a
cheque book, you'll also get interest on your money. What's
more, you won't pay a penny in transaction charges.
Not many banks can offer you that.

If you're 18 or over, you can get an Abbeylink Card
and you can have a Current Account at 16. If you're
18, you can also apply for a cheque guarantee card,
overdraft or even a personal loan.

So just fill in the form below, take it to your
local branch and ask about an Abbey National
Current Account and Abbeylink Card.

To help you keep tabs on your
money, we'll give you a complete kit
which includes a calculator.

But hurry. Calculator stocks
are limited.

APPLICATION WITH YOUR ACCOUNT

For your free Colourful 'It's in the Bag' booklet of
useful hints, tips and facts about your Current Account
then write to us today or post when you complete this application.

NAME	ADDRESS	POSTCODE
AGE	DATE OF BIRTH	
FIRST SCHOOL/COLLEGE/WORKING ADDRESS IF ANYTHING		
DO YOU HAVE A BANK CURRENT ACCOUNT		
DO YOU HAVE ANY OTHER ABNORMAL ASSETS/ACTIVITIES		
Other info: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		



ABBENATIONAL

THE MOST CURRENT ACCOUNT

IF I ONLY HAD A BRAIN

BRAINBOX

C64

After the megahype of Dracula, Jack The Ripper and Wolfenstein it's a surprise to find a C64 game that doesn't require all sorts of IO to buy. In fact simple, but effective presentation is true of the game as much as the packaging for this interesting game by first time programmer PJ Peatle.

Opposite each computer against player in a grid based version of noughts-and-crosses with a strict time limit. If you answer a question correctly you get a green cross and the right to choose the next square to be completed. Should you get it wrong, a red nought appears and the computer picks the next square, attempting to get its own line thus winning the game.

Tie-breaker

All questions in a round should be correctly answered/incorrect seconds – in total. Once a question has been asked you need to answer as quickly as possible – by pressing the relevant key – as an improve time for later questions. Points are awarded for each correct answer and if you beat the



The questions are difficult enough without the added pressure of a time limit

computer, a time-related bonus is deducted before the next round. If neither contestant wins, or the best question is asked.

In addition claims to include over 2000 questions and C64 plan to release a second data disk although price and release date have yet to be set. The existing questions are among the toughest we've encountered in this type of game, and winning a single game may prove an achievement.

Question categories are Books, Science, Sport, Leisure, Places, History, Pot Luck and Art, with

points varying for correct answers. In one prolonged playing session more of the questions came up again, while on occasions only about four or three questions were answers, indicating the answers arrived displayed. You get questions arriving, but at the same time the computer provides the life of the game.

ATARI ST

Diskette £7.99

The screen graphics are admirable but effective. Basically the game features seven main categories of questions, categorically the presentation of each question is accentuated by a 'telescoping' dialogue effect – as the volume control comes in handy at times. Atari's strengths lie in the lack of competitive two-player games. Nevertheless, for solo or team play this is a very original and innovative presentation of a trivia-type game.

OVERALL: 84%

OTHER FORMATS

No plans as yet

"Original and enjoyable presentation of a trivia-type game"

Where's the arm in it?

VERSION UPDATE

BIONIC COMMANDO

Amiga

Amiga £34.99

Pretty much a whopper so far, it has received 80% (Commodore 64/128, TURBO/800), 84% for Spectrum (128K 800) and 81% for Amstrad CPC.

Like the other versions, the Amiga game is set across five, multi-level levels in which the cybernetic hero must run against time to reach the final level to stop the launch of a doomsday missile.

Each level consists of many platforms, with the commando's biologically enhanced arm serving as a ladder, while climbing between platforms, he keeps an eye out for predators of soldiers, killer bees, spacekite soldiers, mothers and helicopters.

A simple rapid-fire gun is provided, but more powerful weapons may be obtained along

the way. The Amiga version is yet another straight conversion of an old game, and the programming perfectly preserved. Nevertheless, apart from the

scrolling, it's a close conversion of the arcade game with some unusual and compelling gameplay.

AMIGA: OVERALL: 81%



SEGA PENGUINS IN PARADISE AIN'T KIDDING

Sega games so far have often relied on conversions of big arcade concepts, such as Out Run and Afterburner. These four latest releases reviewed on these pages are original game designs, although they are based on tried and tested formulae. All are Mega Cartridges, priced £19.95

PENGUIN LAND

A game and character spin-off of the Sega Penguin Adventure, Penguin Land features similar puzzle elements.

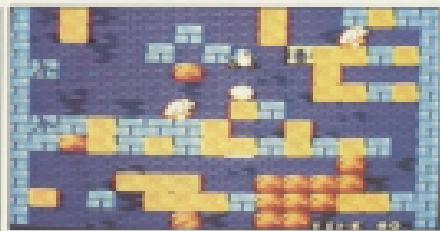
Penguin Mission Commander Charlie has a delicate yet urgent task. Three precious penguin eggs are stranded on a distant planet, stolen by an anthropomorphic force. Charlie must discover the eggs, but 20 sectors lie between his current base and home. He must push them past ferocious animals and unstable rocks without rupturing the fragile shells.

There is a time limit on each round, which takes place in verti-

cally scrolling series of platforms. Four sectors in depth, the blocks moving as three platformed impacts progress. Most blocks are deterministic if pushed at, but golden blocks are impervious to Charlie's claws.

Normal blocks act like plates, and will constantly rotate and glide, while others are cracked and brittle to shatter if an egg is dropped on them or they are stepped on. Special green blocks have holes allowing an egg or Charlie to pass through, depending on which sideCharlie hits the holes.

Aggressive polar bears must be



Monkeys to help Penguin Mission Commander Charlie rescue his three eggs

put out of action with overhead boulders, shattered by a swift kick and unanswered by the hero, if he is not to be stunned by a swift paw. Malicious boulders fly overhead in erratic, inflationary loops, long, dropping blocks in their wake.

The first 20 rounds are selectable when playing PenguinLand; the remaining levels can only be played after these have all been completed. In addition to the two game screens, 10 more can be designed with a screen editor, and stored within the cartridge. Blocks (and bears) are selected from a menu at the bottom of the screen and positioned on a map with a cursor. Levels can then be saved and played as a normal round.

The mixture of class in Penguin Land makes a pleasant contrast to arcade adventures and shoot-em-ups. Removing blocks and pushing objects around is reminiscent of SuperGiant's Laser Runner combination, but in a vertical format. The puzzles are varied, interesting and require clear use of the Sega keypad, which makes the game difficult, but one worth mastering. And finally, the screen editor adds variety, already numerous rounds, giving long lasting interest to what appears at first to be a game reliant only on a cute idea.

OVERALL: 75%

MAZE HUNTER 3-D

The expensive Sega 3-D glasses have spawned fine games to take advantage of the "revolutionary" peripheral. Block Eagle has playability by its confirmation visual death. Maze Hunter 3-D has set standards, but the innovative Maze Hunter is an addition for 3-D game experts.

You are the Maze Hunter, a warrior obsessed by conquering mazes. Now you face the ultimate challenge - The Labyrinth.

The game's solid cast of the plastic alien invasion, Gauntlet, a format previously lacking on the Sega. But it's reduced to single-player action, which immediately raises game potential, although to a limited degree the 3-D effect impresses up-front.

You begin unarmed on Sublevel 1 (there is much of the four levels which make up a level), interplay spotting maze, shown in plan view. Aliens approach as you approach, and can be dodged by jumping, or wiped out easily found Ninja-style fighting game.

Contact with aliens, or trapping

into the void from a low mass-revolving results in the loss of a life and returns you to the level's start.

Sublevels are played in groups of three, descending, into the success by using many tunnels. A green key is required for access to the next level or area. Keys are another for full open areas - amazing

found lying in the maze corridors, consumed in question-mark boxes, as are other useful objects such as more powerful weapons and increased speed.

Toys and the aliens are always on the same level, so the major matching problems of Block Eagle aren't present. As the large platforms also allow full colour when the effect, the atmosphere is gained by the 3-D without it being a the

ingition.

Sound is simple, not living up to the visuals in any way, but the real problem is, the graphics but otherwise. Gauntlet's maze mechanism is the basis of innovation specifically tapping your energy, a fact which can instantly set you for poor performances in certain sections.

OVERALL: 62%



AZTEC ADVENTURE

made adventures, with the emphasis on made-exploits, are not an obvious choice of format for a console, the Pac-Man style of *Fantasy Zone* being the only attempt on the Sega. The realisation of control of Alexx Adventure sets out to put the deficit to rights.

Initial expectations are high. Attractive title and game introductions lead into the first level. All dashed, though, by the appearance of a crude face style not helped by the graphics.

The Alexx Parallel is legend for its whereabouts in the depths of the South American jungles. To date, monsters and spires of the surrounding Mayan ruins have claimed all those who have tried to find it. But you, Hero, are the bravest and most intelligent explorer of them all, and are more than willing to take on the challenge.

You begin in a forest, the first of 11 rounds. Areas of vegetation make up these levels. Most of the visual obstacles are hostile, but three will help if you pay them off the clock. Pug the cat and Puff the dog can all be hired, and follow, protecting your most valuable treasure. Their greatest use is as defenders, swatting intruders

as you visit your mighty lair. Objects and weapons are gained when different enemies are killed. The battle items are used. Damaging or disengaging another is needed as damage is

lost by money bags left behind when you kill a stack, speed traps laid on contact. Each round has a specific arena, dependent on the scenario surrounding you, and a set number of these have to be destroyed with a particular weapon in order to progress to the next.

Control is awkward with a D-pad

keyed, movement stamped with the graphic size, and the important targeting ridiculous. Add to that encounters with enemies of varying definition but constant fire, and the entertainment quotient on Alexx Parallel is not uniform.

OVERALL 41%



Jump over the jagged rocks on your journey to find the Alexx Parallel

ALEX KIDD – THE LOST STAR

Simple, yet addictive, Super Mario Brothers probably gained the Nintendo cult cult status numerous times. In Alex Kidd in Miracle World, there's a game in a similar – though graphically more refined – vein, introducing Alex Kidd – a character who may become the star of future games. Alex, star throughout the past few

of stages, screens and reward, has become a legend since his acquaintance, and is now not considered miles from home. Many pleasant landscapes lie ahead of him, from forests and futuristic complexes to bright sunlit spaces, all populated by descriptively friendly-looking creatures.

Alex begins at the extreme left

of the first level, progressing along the rightmost preceding landscape until he reaches a completed ultimate level.

Dogs, walking carts, birds, octopi, cars and zombies are just a selection of the creatures he's facing. Alex through the game. They take less time with respect to controls.

Special platform segments act like trapdoors, giving Alex a long jump range, and others move around to enable him to cross all vertical impositions (page). Other means of transport are available: a monorail line in Level One, for example, can be climbed along to increase ground distance, but progress retarded by such means known.

Icons found by clearing the game, giving various bonuses of some sort. Extra points, additional lives and the ability to attack can be gained, the latter being especially useful against the large enemies which guard the end of each level.

Don't be put off by cuteness before to destroying enemies (Alex is a typical Japanese monkey-like creature), because a pleasant game is involved. Diverse graphical variations and original features distinguish it from the Super Mario Bros. Com-Op. However, though approached differently, the shooting ability is an obvious copy, but one which is often of limited use, sometimes holding sway in parts of the scenario. This is typical of the game; the time limit too short or the levels too long.

Well-designed – if overly 'mild' – graphics are cheered by nice music, glitches, but samples mixed with light music, and effects provide a quality soundtrack. The difficulty is Alex Kidd's weak link, but as this increases instability, it's no great stumbling block.

OVERALL 72%



Outwit Alex's foes on his way to success amid patch-coloured and puzzling graphics

A ZOOM WITH A VIEW

ZOOM!

Discovery Software International

Zoom is a spherical character, but why he risks life and limb rushing around a grid while trying to fill in squares is not explained. Frank Neuhaus is the author of this amusing game, a 22-year-old West German student who previously wrote Shredder and Mike The Magic Dragon.

Zoom's geometry is relatively simple. On each level you have to zoom his 16 squares by running around all their sides before it times out.

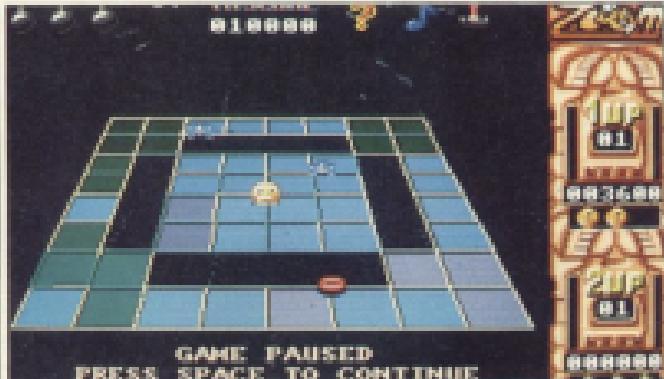
Trying to prevent this geometric happening are Jaggerwraiths (bullet-like jagged things), Mortarmen (green, with the largest and deadliest) (grey things with pointed heads). This latter has to run out your lines, making speed a necessity in destroying enemies while they're around. Aims to be scattered out for are Black Nubes which appear as various, blue gloomy creatures that blow you away if you run over them, and fireworks that can give you points.

Rocket

When Zoom turns around Zoom-tastic grids, various objects appear such as ice cubes (freeze the enemy), candy canes (you have to eat them), money bags (you have to open them in four pieces), magic potion (immortalises until blue gauge runs out), rocket (red level), glue jobs (enemy power) and question marks (any of the above) and can tell you as well. Pretty much standard attack game fare, these options

Unfortunately these occasions are few and far between, making Zoom rather tough. There's also a two-player option, either having turns or with both on screen at the

same time with a few more monsters. Furthermore, you can choose to begin your game in any of the first 10 levels of the 60 total games.



GAME PAUSED
PRESS SPACE TO CONTINUE

Press [Space] when Zoom is required to paint your lines around the squares and fit them in - Press [Space]

together with the basic geometry puzzle is surprisingly addictive game.

Additional items can be earned at certain point totals and by picking up the right question mark.

OTHER VERSIONS

Conversions are imminent for ST, PC and Commodore 64. There are also plans for Spectrum and Amstrad CPC versions - if programmers can be found.



GAME PAUSED
PRESS SPACE TO CONTINUE



AMIGA

Developer: C19-00

While nothing here breaks new ground for the Amiga, everything's well done. The sprightly sequences, in particular, feature a very impressive and appealing animated quality. The title screen's 16K are uniformly excellent and graphic presentation makes the most of the very basic game structures. Addictive and fun to play, Zoom is well worth considering.

OVERALL 77%

"Addictive and fun to play, Zoom is well worth considering"

Watch out for the Jaggerwraiths as you wobble around the screen colouring as you go

No 1 BEST SELLING
COMPILATION PACK

WE ARE THE CHAMPIONS

ALL THESE CHART TOPPING HITS



IN A SINGLE GIANT PACK

ONLY
£9.95
EACH

ocean

OUT NOW!

AMSTRAD
COMMODORE
SPECTRUM

VERSION UPDATE

ARMY MOVES

Imagine

Amiga: £24.95

Atari ST: £19.95

DYNAMIC's first game released by Ocean was *Caravan Over*, which advertising-hounded a similar to the recently clad warrior master feature, but was little more than a difficult horizontally scrolling shoot-em-up with an unusual title. *Army Moves* could be described as the sequel, despite its more present-day setting, because it follows a similar format.

If you take, as a highly-trained commander, to battle through opposing forces on foot, by jeep and by helicopter, surviving the horrific onslaught through varying techniques to release vital information held by the enemy in their headquarters's safe.

In the game's course there are seven stages. First you drive a jeep armed with ground-to-air and ground-to-ground missiles, facing several off-road jeeps and three-legged helicopters.

Later, you shall one of the the enemy's helicopters to fly through the next three levels. This time air-to-air and air-ground missiles are used, generally against plentiful fighter planes, doesn't missile sites, armed tank-out posts and — over the sea — submarines.

In the jungle it's a foot slog through swamps from which final shoot-out at the enemy HQ.

Both 16-bit versions retain the

high difficulty of the Commodore 64 version. Translation is present between levels, but each

village is repetitive within itself, and too long to hold real interest.

Finally, the Amiga's large spaces leave little room for manoeuvre — the ST going for the greater range of small objects — so both make little use of the machine's power.

Sound — and suitably intense

music — adds little to the atmosphere, but with quite amazing voices on the Amiga, *Army Moves* is a game in which performance gives small rewards.

AMIGA: OVERALL 32%
ATARI ST: OVERALL 39%

After graphics and sound combine with incredibly tough gameplay to make *Army Moves* a rather average shoot-em-up — albeit ST success



VERSION UPDATE

FOOTBALL MANAGER 2

Addictive Games/Franz Leisner

PC: £19.95

Commodore 64/128:

Cassette £9.95,

Diskette £14.95

AFTER EXPERIENCING the delights of the PC's 3D-style graphics on games such as *Vision* (see review on page 48 of this issue), *Football Manager* is a considerably inferior, with a colour scheme to match the rest of a used sink bag.

The Commodore 64/128 version is no better with its grainy 16-bit graphics.

Play is similar to the other versions, presentation being the only difference. Team management is limited, featuring a basic screen layout and generally chaotic interaction. The pre-match selection process is the only saving grace, as it allows you to define your team's tactics and leaves some control over other actions.

The PC features sensible animation of the footballers during match highlights — unfortunately

the C64 game does not, and in fact looks dire.

Colour accompanying the match highlights are skewed, the screen update is slow, and sound non-existent on both versions.

Following the ST (TGM 80%, 16-bit), Spectrum, Amiga

(TGM 80%, 80% and 80% across Amiga and Amstrad), *Football Manager* (TGM 80%, 84%), these become decent versions.

PC: OVERALL 50%
COMMODORE 80%
OVERALL 52%



Artful colours and strong graphics make this a poor conversion - Commodore screen

VERSION UPDATE

ARMY MOVES

Imagine

Amiga: £24.95
Atari ST: £19.95

DRAMA is the first game released by Ocean and Baker Core, whose advertising-savvy marketing strategy paid off with modest success, but just 100 more than a difficult, interesting, scrolling shoot-up with an unusual life. Army Moves could be described as its sequel, despite its more present-day setting, because it follows a similar format.

It's you, first, as a highly trained commando, to battle through opposing forces on foot, by jet and by helicopter, surviving the hazardous conditions through varying landscapes. To retrieve vital information held by the enemy in their headquarters (a safe).

In the game's course there are seven stages. Players drive speed armed with ground-to-air and ground-to-ground missiles and fire from a variety of weapons, taking care of horses, dogs and incoming helicopters.

Later, you steer one of the enemy's helicopters to fly through the last three levels. This time air-to-air and air-to-ground missiles are fired, generally against plastic fighter planes, desert missiles sites, armed tank-and-pods and — over the sea — submarines.

In the jungle it's a foot slog through swamps towards the final shoot-out at the enemy HQ.

Both 16-bit versions seem the

high difficulty of the Commodore 64 version. Variation is present between levels, but each

stage is repetitive with itself, and too long to hold real interest.

Surprisingly, the Amiga's large sprites leave little room for manoeuvres — the ST going for the more compact small objects — but both make little use of the machines' power.

Sound — and visibility, militarily

music — adds little to the atmosphere, but uses quite amusing voices on the Amiga. Army Moves is a game in which persistence gives small rewards.

AMIGA: OVERALL 32%
ATARI ST: OVERALL 38%

Poor graphics and sound combine with incredibly tough graphics to make Army Moves a below-average shoot-up — Alan ST review



VERSION UPDATE

FOOTBALL MANAGER

Addictive Games/Prism Leisure

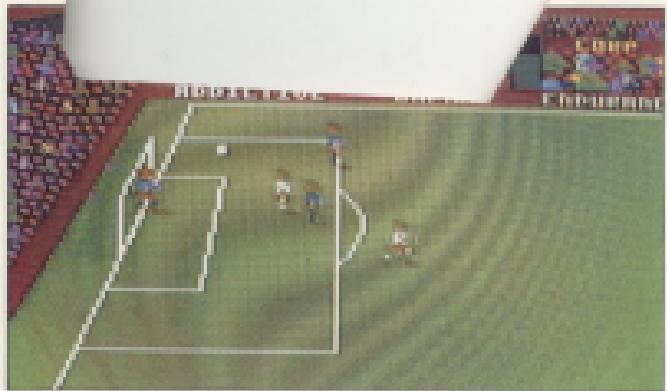
PC: £19.99
Commodore 64/128:
Cassette £9.99,
Disk/Amstrad £14.99

AFTER EXPERIENCING the delights of the PC's VGA graphics on games such as *Vision* (see review on page 48 of this issue), *Football Manager* is a considerable 'treat', with a colour scheme to match the inside of a sports bar.

The Commodore 64/128 version is inclusion-wise no patch up-field graphics.

Play is similar to the other versions, presentation being the only difference. Team management is limited, featuring a basic screen layout and generally shallow interaction. The manager selection screen is the only saving grace, as it allows you to define your team's tactics and leaves some control over their actions.

The PC features smooth animation of the footballers during match highlights — unfortunately



Smooth animation and nice graphics make this a poor conversion — Commodore screen

VERSION UPDATE:

Electric Dreams Machine

SUPER HANG-ON

Heads Dreams

Atari ST Diskette (1990)

STORY Super Sprint and Doctor Who's Electric Dreams have released few ST games. Super Hang-On heralds the return of motorcycle racing to the Atari ST. It's processor in a disk conversion of the Sega computer-converted CPC and Spectrum 128 conversions have already been released - the Commodore 64/128 effort was withdrawn following less than enthusiastic reviews.

For the ST game Darren Johnson undertook the programming, with graphics by Focus responsible for Knightmare, Alien and Predator, Alien and music by Kneebone who previously produced tunes for Predator and The Fog.

The scenario for Super Hang-On puts you on board a bike racing against the clock around four tracks from around the world.

Viewed from a behind-the-bike perspective, your objective is to make it to the goal with records in hand, passing through time-taking checkpoints en route. The four courses are changes, the beginner course in Africa features six stages, Asia has ten, America 14 and the final course, Europe

has a grueling 10 stages.

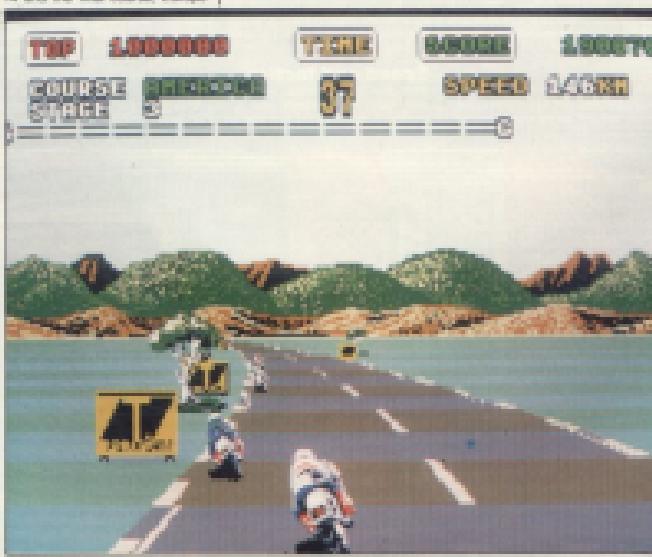
Straights, tight corners, inclines and narrow jump banks all hinder your progress and require judicious use of the brakes. On the straight, you can speed up to 300km/h at which point the turn acceleration may be engaged to rocket the bike to a hair-raising 300kg/h. Toward the end of each course progressively less time is allocated to get through to

the next, where the road becomes even more tortuous.

Super Hang-On is one of the fastest moving track games yet seen on the Atari ST. The ride simulates extremely well, braking and turning with lightning-speed. By pressing full throttle over the crest of hills, jumps, obstacles, dangers... it's near-instantaneous suspension. This kind of instantaneity is heightened further by the



There's no time to admire the very small landscapes on the track before you start to race.



Smooth racing speed, nice sound, drifting graphics and smooth animation combine to make Super Hang-On a visual

game's near-superior speed as the road until hazards fly past.

Response to mouse and joystick control is fast and precise, the game being easily playable using either method, although the trackables mouse sensitivity is poor.

Graphically Super Hang-On is excellent, the bikes and riders are highly detailed, colourful and well animated. Roadside signs and trees are superbly implemented, featuring detail, colour and variety.

Multi-track is large so a minimum only working when a different course is chosen. On the DOS ST all four courses are loaded at the start.

The four turns of the course have been kept but inevitably lose a lot of their raw power and entertainment value in the conversion process, although still quite good for an ST game like either with the volume keys.

The quest for the best Atari ST racing game has started up recently with US Gold's Out Run Revivalers and Eidos' OutRun 2. The Electric Dreams offering has got the lead in the heat, however, getting the all important speed, smooth graphics, a significant lack of multi-load and sufficient alternative routes to keep you trying again and again to reach that distant goal. An excellent game.

ATARI ST OVERALL 80%

IN THE QUIET SOLICE OF SPACE . . .

STARGLIDER II

Raided

Once, arcade machines became computer games. Never the other way round. Until Starglider II revolutionised 16-bit games, with arcade-quality graphics and superb-sampled sound, and turned the conversion tables by becoming a Bally/Seebass arcade machine. Featured prominently on TV programme Get Fresh, Starglider is truly famous. And it made the games career of then-unknown Jez San, who for Argonaut Software had previously concentrated on utilities, only occasionally co-authoring games such as Skyland Attack and Elite on the Commodore 64/128.

Two years ago, the previous Argonaut had been ousted from Novena by the destruction of the Fleet Carrier - Marconi's Kraut in Space's Starship - by a single Adonis' bullet. The Imperial Fleets of Novena was disbanded at the conclusion and entered an obscure phase of inactivity. The Stellar System - a neighbour of Novena - has been invaded and the seven moons of the planet Millowy

devoted to the building of an enormous weapons system . . .

Meanwhile on Novena, the two lone members of that crew - ADAM and JAYSON - have become extremely fatigued, but reacted in radically different ways. While ADAM refused all material resources, devoting himself to protecting the security of Novena, Jayson took of and was offered millions in absolute luxury guarded by the tempestuous

mental robot Ares. When reports of the Egoists' plans first came, Kobra sets about armchairing from his swaying Novena perch above.

Dragon Industries' forces progress in a small, fast and very advanced police-robotic assault force. Attacks come in fully loaded, but slow progress is made through the numerous cover positions and no single object can be targeted other than basic yet potent laser beams and shields.

This will not be enough to subdue the - given sufficient time - to allow any real damage from powerful weapons held by Kobra. According to information reports, elements of a mysterious movement remain active in Stellar, possibly being recruited to supply certain equipment. The most important have a Novena Bondy, but both the two major stations can easily add to their ranks if necessary.

Speed and tactics

The Stellar system includes one sun, five planets and ten moons - plus a very hazardous

asteroid belt.

All the systems and planets, except Millowy, can be blown to smithereens. If you're using weapons against them, though, they take a few minutes, but otherwise, Egoist fighters will immediately start creating the field necessary to "planet" any target.

Once on a world you have the opportunity to "research" weapons and collect flying over-powers or continents, and most of the wide variety of Egoist weapons returning your fire. Or you can explore before the surface of most planets, inside a complex system of tunnels.

If you should find an interesting object - like a Three-Wing Cod - then a transporter tool can be activated and the code placed in Novena's hold. The transporter is used to the game, allowing an alternative method to approach the Egoist ships and demanding tactical aspects.

Novena in the game is not merely an established residence - though these are vital - but also in searching for various objects



I=Inventory,

0000030

26+

With making sure flight is filled with fun, Amiga's is the best. Actually improving the game, and taking a lot of time to do it, and not just a few touchy-fingered flicks on screen.

Intergalactic is too much an improvement on Current Affairs. There are aspects of Intergalactic and Space Invaders in there, but the art presented is virtually incomparable. The mix of arcade action, tactical planning and exploration has never been

done better. And presentation is simply dazzling.

Intergalactic is surely destined not only to break software sales records, but will also break intergalactic hardware sales too at a price that compares the potential of 100% machines to the world over. Recommended, and we had a particularly pleasant surprise to make Intergalactic games easier than the Intergalactic. *Intergalactic is the Best Game of the Year ...*

AMIGA Diskette £24.95

The Amiga's graphics replicate the ST's precisely - and are equally amazing. What distinguishes the Amiga version is the audio department which fully matches the graphics with a great variety of distinctive sound effects in superb stereo. Magnificent!

OVERALL 87%



Showing off depth, you find your piloting skills by attempting to safely navigate an alien mothership. Amiga version



In Intergalactic, Intergalactic looks as outstandingly as anything else you've seen. Is it the best? It's hard to say.

ATARI ST Diskette £24.95

This version is graphically impressive. The speed, sheet, and overall colour of the solid 3D shapes are simply fantastic. Sound FX are a most impressive accompaniment to the visuals, creating a great sense of atmosphere. It's certainly the ST has ever been better used. An instant classic.

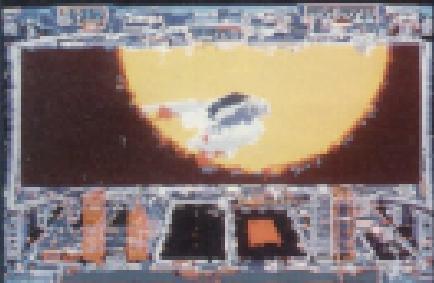
OVERALL 87%



OTHER FORMATS

ST/PC conversions are under serious consideration and soon likely. A PC version is almost certain, but prices and release dates have yet to be set.

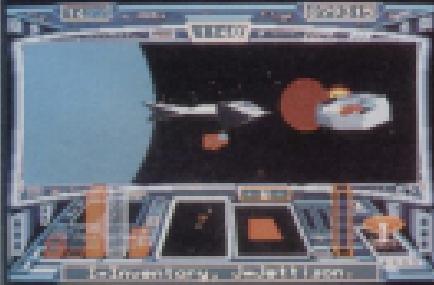
J=Jettison.



Piloting your ship to the atmosphere in a sheltered clement is that of your ship's dimensions = 100 meters



Approaching the planet's surface and break the force of the atmosphere - play the only where to damage the system emergency - 100 meters



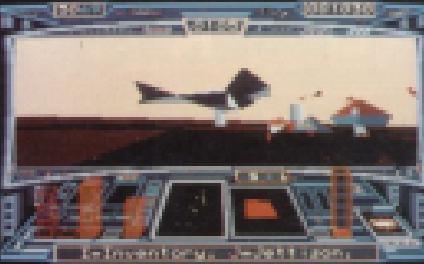
Place in close with the space station. Service is provided directly to the station - 100 meters



Flying in space, getting the best of your ship Phoenix Laser - damage control



Deep beneath the planet's surface, COM3000000 for five and five minutes to get to the moon礫石 base about - damage control



Powered from outside, COM3000000 advancing rounds primary of laser Projector to bases, which they purpose to defend the space station - damage control

"Destined to break software sales records, we might even call it The Most Enjoyable Game of the Year . . ."

TOTAL BACKUP POWER Now ACTION REPLAY

NOW EVEN MORE POWERFUL, MORE FRIENDLY AND WILL

ONLY
£29.99
POST FREE

Action Replay works by taking a "SNAPSHOT" of the program in memory so it doesn't matter how the program was loaded - from tape or disk - at normal or turbo speed.

■ WARP 25. THE WORLD'S FASTEST SERIAL DISK TURBO - NOW EVEN FASTER! LOADS 200 BLOCKS IN 6 SECONDS! 240 BLOCKS IN 7 SECONDS!

With Action Replay's new serial disk feature you can now load programs faster than ever before. Built-in file selection makes loading an entire game required. Includes improved tape copy, memory dump, memory expand, integrated with normal disk mode for improved stability - more delicate games or normal format or no special disk commands are required. Turbo and Warp 25 speed are entirely independent of the cartridge with 16KB of RAM.

■ TURBO TO TAPE. Copy your cartridge and make a complete backup - tape to disk, tape to tape, disk to tape, disk to disk. THE PROCESS IS AUTOMATIC! (WITH COPY TIME WARP 25 & HIGHER)

■ TURBO RELOAD. All loads are full-speed or normal speed. COMPLETELY INDEPENDENT OF THE CARTRIDGE.

■ SPRITE KILLER. Make yourself invincible. (Blocks sprite collision - works with most programs)

■ PRINTER DUMP. Freeze any game and print out the screen. No loading pictures, high scores screen etc. Works with most printers. (IBM 1401, 1410, Apple IIgs, Type 40, Double Disc, Hi-Speed, Z8000, Z8000 Plus, Z8000 II, Image Printer, etc.)

■ PICTURE FREEZE. Freeze any screen and freeze all of the game's movement. Allows you to freeze the action and view all of the options, switch the sprite locations, save or delete any sprite. Load sprites from one game into another to make customized game sets.

■ PROGRAMMING MODE. Press the function and enter these codes for extra features, then exit the program or make a backup. Blend the custom games.

■ MULTISTATE TRANSFER. Direct between multi-stage programs from tape to disk. The only game has had - a unique feature. Enhanced disk available for use instead of multi-format core feature.

■ SUPER COMPRESSOR. These efficient programs compresses cartridges. With programs stored as a single file, 8 programs per disk side - 4 programs per disk, 16 new and better values.

■ TEXT EDITOR. Change title screens, high score counters etc. Put your own name into a game then convert it to either a disk or tape or disk.

■ MONITOR. Full feature "Monitor" type DEBUGGER CODE INSPECTOR. All standard features plus many more - assembly, disassembly, interrupt, memory dump, full basic memory conversion, bank switching, registers, breakpoints etc. Plus no memory. Full joystick support.

■ DISK MONITOR. A special monitor for use on the RAM inside your disk drives. All the usual commands - a useful debugging tool.

■ WHOLE DISK COPY. Copy a full tape or disk to another tape or disk with only one step.

■ EAST FILE COPY. Works with standard and Warp 25 files of up to 100 blocks. Converts formats in and from Warp 25.

■ FAST FORWARD. Under 20 seconds.

■ TOOLKIT COMMANDS. A whole range of useful user commands including: AUTO LOAD, NUMBERING, RELATE, MERGE, APPEND, GOTO, EXECUTE, etc., PRINTFORMATTER - for any program (including different dialects) from BASIC to FORTRAN without changing memory.

■ REDFINED FUNCTION KEYS. Single stroke macros for the definition of many common commands including LOAD, SAVE, DIS, LIST, FILE DIRECTORY, etc. used to type in aliases.

■ TAPE TURBO. Designed to make loads load even faster for your own programs. No screen flickering during loading.

REMEMBER all features are built in and available at the touch of a key. All features work with both TAPE and DISK. (Except multipart transfer & disk file utility).

WHAT THE REVIEWS SAY

"The increased speed and friendly interface. This is really the best value for money cartridge. The cartridge looks great." *Commodore User Club*

ACTION REPLAY ENHANCEMENT DISK

The biggest and best collection of special parameters and file copy programs for manipulating multi-loaded multi-load tapes to disk. games like LAST RUMA, CALIFORNIA CHANNEL LEADERSCAPE, GRANDSON BAIT - SEVENTY titles in all. Almost all major titles covered. Latest edition includes COMBAT SCHOOL, PLATOON, FREEDOM CRUISE, IL TESTIMONY, DEATH CHASE, APOCALYPSE, THE TRAIN and many more. Great for infinite fun. Includes THE GRAPHIC SLIDE SHOW - latest edition chapters numerous hours of loading screens used by Action Replay or Action Game Art Package - Fantasy Production, Rock, Adventure, Big Picture, Action 64 and lots of fun. Only £7.99. Upgrade - just £3.99 plus post and pack.

YOUR TAKES A QUANTUM LEAP MK IV HAS ARRIVED!

L BACKUP MORE PROGRAMS THAN ANY RIVAL UTILITY

BUT THAT'S NOT ALL... NOW AVAILABLE FOR THE SERIOUS PROGRAM BACKER
ACTION REPLAY IV 'PROFESSIONAL'™

• All the features of the normal Action Replay IV but with an amazing on board 16K LOGIC PROCESSING CHIP
Plus 32K operating system ROM and 8K RAM CHIP. The first RAM-ROM based cartridge of its type!

ALL THE NEW & FEATURES PLUS...

• FULLY INTEGRATED OPERATION.

The MK IV Professional has all the functions of the MK IV plus an enhanced control of LOGIC PROCESSING CHIP that increases the whole range of options and makes them available at the press of a button at any time.

• EXTENDED MEMORY.

The 'Professional' has an even more powerful memory system. Because it has both 8K and 32K processing chips at its disposal the Professional can access any memory and then increase the **WHOLE OF COMPUTER MEMORY** in the system area including system BASIC, ZERO PAGE and STACK.

Full feature dimension, compare. It transfer, load, relocate, jump etc. all kinds of the features of the best fully known memory available. Return to the basic program at the press of a key or at the point you left off. An optional module for the program function - or create the programmer who needs no knowledge of programs.

• INTELLIGENT HARDWARE.

The Professional hardware is unmatched anywhere in the world today. The special logic processing computer copes with problem modules as they appear by pressing its enhancement.

• RAM LOADER.

In addition to Warp 25, the MK IV Professional now has RAM LOADER. Making use of microcode 8K RAMs, Professional can also load commercial disk directly at warp 25 times speed. Remember the feature is in addition to Warp 25 feature that reduces all storage at 25 times speed.

NIX PROFESSIONAL
£34.99
POST FREE



UPGRADE INFORMATION

With the new MK IV, you can now convert your MK III into a MK IV 'PROFESSIONAL'. Read your upgrade possibilities and see what makes you a MK IV Professional MK IV.

PERFORMANCE PROMISE

Action Replay will always offer guarantees that any serious cartridge manufacturer can only dream of. We are the most advanced company. Believe us when we say that you cannot buy software better than ours and we have more of the same. Action Replay has the best software ever made on home video computers. Supreme quality etc. When you buy Action Replay if you don't believe us, come to us. We have a written 30-day money back guarantee.

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS
HOW TO ORDER

BY PHONE
 0115 940212
800 800 800 800

BY POST
 LogiLogics 2000 Ltd,
100-102 London Road,
Glossop, Derbyshire, SK12 1JL

OR CREDIT CARD POST FREE
BASIC, OVERSEAS,
AUSTRALIA, CANADA,
FRANCE, GERMANY

DATTEL
ELECTRONICS

DATTEL ELECTRONICS LTD, FENTON INDUSTRIAL ESTATE,
GOSWELL ROAD, FENTON, STOKE-ON-TRENT, ENGLAND

SALES ONLY
0115 944324

TECHNICAL SUPPORT
0115 944324



Play as the Phoenix - of the many side-on-shooters that I mention earlier, this one is probably the best.

BY THE TIME I GET THE PHOENIX

SALAMANDER

Imagine

Salamander is one of the best shoot-'em-ups around. Programmed by Peter Barron with music by Mark Cooksey (Bomb Jack, Ghosts 'n' Goblins, Chrysalis) and graphics by Bob Stevenson (X3), it continues Imagine's trend for Konami co-op conversions for us flyby-fingered shoot-'em-up addicts to feed on.

The evil Salamander raises his reptilian head more again and releases his threat to overthrow you and your wife with his personal alien forces. All that stands between the alien attack and their target is a squadron of three star fighters. The fate of the galaxy rests in their hands.

Salamander is set over four levels, each involving horizontal and vertical scrolling. You control the player as it flies through waves of enemy forces, cheerfully destroying waves of attacking aliens in the trials and tested manner.

(Speed, missiles, torpedoes, fire-power multiples, rapid-fire lasers and triple lasers are the bonus weapons left behind by defeated aliens).

Should you be unfortunate enough to lose a ship, your weapon enhancements stay

alive off-screen, allowing you to regain them if you're quick enough.

The first stage is a horizontally-scrolling arena, complete with towering flying aliens, extending alien pigeons, large boulders from the very walls and the final alien-level plane which, when destroyed, allows access to the next level.

Killing aliens

Level two follows a vertically-scrolling, gravity-free, with waves of aliens to make the going tough. Alien capsule when shot, incinerating aliens, fiery shards of metal everywhere – this is no joy ride when you also have asteroids to contend with.

Once through the storm and the final enemy waves, the mother alien enters the fray, its spider-like, mutated arms spreading in a

leathine web of destruction. Defeat her and it's on to the third stage.

Level three features deadly solar flares bursting from top and bottom of the screen in great arcs of flame. Phoenixes emerge from the interior in attack, together with the familiar aliens of the previous two levels. A giant fire snake guards the level end, sailing around your ship to crush it unless defeated.

COMMODORE 64/128 Cassette £9.99, Diskette £12.99

Graphically and musically superb, Bob Stevenson has enhanced wonders in increasing not only the style but the atmosphere of the coin-op and Mark Cooksey's tunes are extraordinarily faithful to the original. With all the quality presentation, the game hasn't made it to the CD-in-charge. The multi-level at the end of each level is about as disk, but tape access is driven out.

OVERALL 88%

OTHER FORMATS

Expect to see Salamander on the Spectrum soon £7.99, disk £14.99, and the Amstrad CPC case £9.99, disk £14.99.

"Salamander is one of the best shoot-'em-ups around"

VERSION UPDATE

THE FURY

Mark Smith

COMMODORE 64/128 Cassette £9.99, Diskette £12.99

Right off the mundane intro music, the Commodore version of the violent racing game is hardly different from its Spectrum and Amstrad sisters.

Just as in those versions, reviewed in *16-BIT*, you start with a handful of missiles and a full tank. Drive carefully, avoid collisions, and you'll be fast past the post, earning credits to buy a more powerful car.

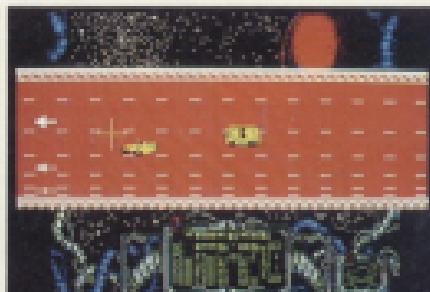
It all sounds so simple, but the damage indicator is exceptionally hard to read just as it is in the other

versions. And that's irritating, because so much of the pleasure is full of instant gratification. Only a quarter of the screen is actual play area.

Sound effects are minimal and graphical crude, but at least the Commodore 64/128 Fury is marginally more playable than the other 8-bit versions on the road.

COMMODORE 64/128

OVERALL 55%



The racing racing game for the Commodore 64/128 is a resounding thumbs down – marginally the result is quite good.

The fourth and final level is the alien fortress. Spindly ships progress through the base, our implants firing masses of laser and Foster Island-type beams and deadly nugs.

Should you survive long enough to access the inner reaches of the base, the gloomy lair where the aliens live. Destroy all supports to blow and extract gold from the base through a series of rapidly-clearing blast doors. Make it out and victory is yours.

The Imagine conversion of Salamander differs from the Konami MSX game in that it almost perfectly recreates the layout and alien attack patterns of the coin-op. The only things missing are the Microbot and dual-player option.

The progressive weapons enhancement scheme need entertainers values and expand rapidly with each new weapon collected. Unfortunately they can prove too powerful, leading to a loss of challenge and rendering the game easy to complete (remember finished it in ten minutes – although he is a bit of an expert). So, tremendous presentation and great to play, but the lack of random alien-effect patterns is drawback, making Salamander's holding power doubtful.

DREAM STAR WARRIORS

STARAY

by Lorenz

X or was Logotron's first game to make an impact — a maze-collecting puzzle strangely involving chickens and fish, and recently converted to the ST for the Atari Corporation. Their next game, Quadrille (Amiga version reviewed this issue), kept puzzle elements while introducing shoot-'em-up arcade action. StarRay is firmly in the latter mould, drawing inspiration heavily from the classic coin-op, Defender.

And just like, there's little point dwelling on the psycho-sociological story of a last-ditching offering

a flat-dancer hero like in his former TV programmes and amazingly ending up becoming one



Defender-style flat-dancer stage with level health bars you quickly beat a game for best one-shoot-'em-up hero needed.



The atmospheric stage shapes are beautiful, featuring glowing lights, bright colours, multi-shooting and satisfyingly smooth scrolling

some of the screen to show the relative positions of your enemies.

Your StarRay is shielded, but enemy fire depletes it. There are explosions, which destroy all aliens on screen, and bonuses represented by flying aliens which increase your power.

StarRay is an unashamed Defender, but this programme can be excused, as such clones are lacking in 16-bit, especially of the graphical quality and playability present here. Colourful backgrounds combine with smooth two-layered parallax scrolling, over which well-defined sprites fly giving an attractive moving office-style format. Topped with fine sound presentation, StarRay is an unpretentiously good 16-bit game.

AMIGA

Basic price: £34.95

Being of a simple format, StarRay is readily playable, and becomes addictive due to its companion programme, variety and presentation. Unoriginal and not using the full 16-bit potential, however, this unexpectably robust is probably of greatest appeal to those wanting a basic arcade shoot-'em-up.

OVERALL 75%

OTHER FORMATS

An Atari ST version is due to be released this month, £19.95. Commodore 64/128 and PC versions to follow, priced £19.95 and £24.95 respectively.

"StarRay is an unpretentiously good 16-bit zap"

RESCUE SHUTTLE

INTENSITY

Reviewed by

Miniless shoot-'em-up programmer Andrew Graybrook (see that which way you like) continues his quest - begun with Mephisto - for the deeper blasting game. This time the Gauntlet gold programming team has released under the Firebird label, his latest strategy-'em-up, Intensity, arrives amidst a deafening silence of pre-launch hype.

Intensity's Space Station Cassiopeia is orbiting Earth, with rebels (and not a little insurrection, where have we seen that before?) trying to break through its gravity field. Defeating the rebels will earn the player some cash. Little is known about the rebels except that they plan to be rescued from the station. The creators are despicable enough, but given the opportunity, they develop into more power-hungry monsters, and they reach the ultimate: Tracker.

evolutionary stage.

A rescue is organised. The plan is for a remote control device to transport the prisoners to escape shuttles and hence safety back to Earth. Even this is extremely treacherous, as, wearing space-suits, they have to traverse the outer shell of the station to get to the craft - while always on alert for rebels that are around them. Even then, safety is by no means assured, as the shuttle is vulnerable

to attack.

You are a pilot charged with helping the prisoners escape. Your ship is a Shuttler - a customised flying craft - it carries your only means of defence against enemies. It features equipment which the rebels expect to damage homes in an attempt to destroy.

Fantasy drone

Cassiopeia is made up of five layers, Alpha to Gamma - all have 75 play-fields. These are single-screen playing areas consisting of a number of screen patches from which a maximum of 16 colours can be selected. Thus four for the remote drone and four if their path is not restricted by obstacles or gaps. You use your Shuttler to manoeuvre the craft to a position acceptable to the rebels.

Movement of both your Shuttler

and the host of rebels on the current platform's surface. Each patch has a limited colour palette. This being a multi-layered game, however, that can produce better colours by collecting monetary Resources. Units released and/or collected reward the player. Alpha and Beta zones have higher speeds than the ordinary Gamma, but a fixed acceleration matrix - the production of additional velocity is similar in concept to that in Mephisto.

Begging on Gamma One, the number of colours collected determines which colour is played next. Tactics are necessary to choose a suitable path to a shuttle platform. Unsurprisingly, screens and drones are more expensive at difficult layers.

COMMODORE 64/128

Cassette £9.95
Diskette £12.95

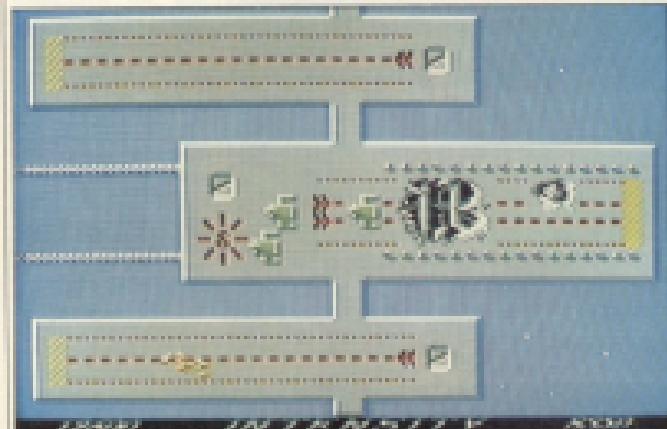
Sophisticated, intensity. Intensity has the familiar Gauntlet two-level style although without scrolling. Intensity is restricted because of the screen size, plus claustrophobia at times. The tight maneuvering necessary may prove more attractive to well-balanced arcade players than to trigger-happy shoot-'em-up fans. Music and sound FX are excellent.

OVERALL 75%

OTHER VERSIONS

A Spectrum version is planned for release at the end of September, priced £7.95 on cassette.

"More attractive to well-balanced arcade players than trigger-happy shoot-'em-up fans"



An intense journey across the Space station, your craft is the only source of protection against marauding aliens.

VERSION UPDATE

Barbarian

Melbourne House/Pygmalion

Commodore 64/128
Cassette £9.95.

AS WE REVEALED last month on reviewing the Spectrum version, Herod Hayes the Barbarian was taught by his father to survive and slay and stop dragons. No wonder then that when the Fellowship Society sent a dragon to slay him, the blustering son vowed revenge.

On the Spectrum, the Pygmalion 16-bit original achieved 81%, comparing well with 87% on Amiga and 80% on Atari ST (both 68000).

In its Commodore 64/128 form



...again the white Action works on air as impressively as ever.

Herod has inexplicably changed his colour to white. His animation also lacks some frames of animation. There are both more details among the other graphical discrepancies. A scrolling display would have been simpler to include, given the Commodore's capabilities, but oddly the real person is haphazardly dragged into view as each room border is reached.

The two-colour graphic style of the stone-and-mortar fortress construction gives a medieval-ish atmosphere to what is supposed to be a modern caper. And outside-of-the-mold sound effects are a disappointment. A few samples of reasonable quality could have been used with little trouble.

COMMODORE 64/128
OVERALL 60%

The world's leading brand for the real games competitor



Have you got your hands on one yet?

EUROMAX

BELMONT INDUSTRIAL ESTATE, BISHOPSCROFT,
NORTH HUMBERSIDE, PO11 9LL, ENGLAND
TELEPHONE: 0203 830 0000/830 0001
FAX NO. 0203 830 0008

Please send me full details
Name _____
Address _____

FREE U.S. GOLD TITLE WITH THIS EDITION....



BITS AND BYTES COMPUTERS
16 CENTRAL STATION
RANELAGH STREET
LIVERPOOL
L1 1JT
MAIL ORDER HOTLINE 051 708 7468

1ST EDITION
SEPTEMBER

£1.50

LAUNCH DATE

14TH SEPTEMBER, 8-BIT £1.50
1ST OCTOBER, 16-BIT £2.99

PLEASE ADD £1.50 P&P (overseas). **FREE CLUB MEMBERSHIP**.
ORDER NOW!

Computer Specialogue

ALSO IN THIS ISSUE



SUPER ADIDAS SPORTSWEAR TO BE WON!

EVERYONE'S A WINNER WITH "DALEY THOMPSON'S OLYMPIC CHALLENGE"

From "winner" keyring with every purchase of "Daley"



PLUS COMPETITIONS AND PRIZES

U.S. GOLD

PSYCHO PIGS UXB - BLAST YOUR WAY INTO A PIGGY BANK OF LOOT

U.S. GOLD SUMMER SPECIALS - SHAKE YOUR WAY TO A COCKTAIL SET.

LEADERBOARD - THE ULTIMATE GOLF COMPETITION - WIN YOUR OWN CLUBS.



FREE WITH THIS ISSUE!

LOOK OUT FOR SUPER SPECIALS
16-BIT
GOLD, SILVER, BRONZE

ECA
ELECTRONIC ARTS®

win

MATCHES, MUGS, T-SHIRTS
AND HARD TALE' JIGSAWS.

INDUSTRIAL ESPIONAGE
DEPARTMENT BRINGS
YOU A SNEAK PREVIEW
OF OPERATION WOLF



JOIN THE THALAMUS Gold Rush

- GRANSTORMER COMPETITION. SEE INSIDE

THREE'S A CROWD

Player:

Players are synonymous with budget software, their previous 16-bit products retailed for £9.95 (Hollywood Strip Poker and Joe Blade to name but two). Their latest titles have been upped in price to £14.95 for reasons of greed... probably. Are they worth the extra? TGM is on the case!

ATRON 5000

Amiga: £14.95

FOREMOST among Players' Amiga titles, the game was programmed by Tobias Eissack of Bootleg. Clearly inspired by the light cycles in the movie, Tron, he titled his game Tron 5000, a name amended by Players by the simple expedient of adding an 'A'.

There have been numerous light-cycle games but Tron 5000 is distinguished by its split screen, showing each cycle its own view. This is the same even when playing the computer, rather than another player, with similar temptation to totally take your eyes off your own screen and behold your opponent's doing.

The basic rules of the game are simple; each cycle has a set number of cells which can be used to beat in the opponent - or even yourself. To add more complexity, recycling tokens are feature buildings to reduce random cycling times. There are 12 different landscapes from open arenas to player bases - except for the final one which is played three times.

What makes Atron 5000 unique, however, are all the items which can be collected. These include ray beams, which clear the track of the red player, red speed-ups which simultaneously reduce the speed of the yellow player. Yellow player can play defence and clear as he collides head-on with the opponent.

equivalents do the reverse of the red items, but what is good about these features is that any player can pick them up and activate them. Thus if the red player collects a yellow speed-up he can still win if the yellow player is in a tight spot, then accelerates towards a red.

The two other items are missiles which cut in very fine line through obstacles and walls, which appear directly in front of your opponent.

Three game speeds and a computer opponent adapt as you go through his own diagonal tracks as you may, if careful - and further to the left.

The graphics are mediocre, sound is entirely effective and the basic game style is flawed only by smooth action and poor justice to the rules. 'Winning' is the game where everyone has been playing in the off-the-wall manner. The player's ultimate pleasure of dropping it and in front of your opponent in a head-to-head contest is simply incomparable. While the long-term appeal is dubious, Atron 5000 is extremely addictive, and if you're a frenzied player it will - boy it will!

AMIGA: OVERALL: 80%

SARCOPHASER

Amiga: £14.95

SARCOPHASER ATTRACTION provides the third Players' budget offering, programmed by Mark B Mayhew.

Setting the scene in a 17-page short story by Jonathan Design, it is probably interesting for some unusual implementations. The game is, in fact, a very close cousin of the Hammerhead Games game, with a single ship flying through various areas, destroying all in its path before confirming the membership of the end of each. If all the places in a wave are destroyed, a green energy-pack is dropped, unselected and the space-bar pressed, the highlighted feature is activated. More packs mean better

resources.

The features are Player 2 basic resources being gold, silver, bronze, silver, gold and blue gems. At any time a player can switch between large armoured and smaller, more rapid, fire.

Graphics are generally effective and occasionally attractive. Sound effects are good and the interface is excellent. Unlike some 16-bit Amiga conversions, the controls are less precise, while gameplay is simple and effective.

Compared but not enough to others.

AMIGA: OVERALL: 82%

STREET GANG

Amiga: £14.95

THE TITLE PAGE carries an amigra 'W'. But that apart, this made-in-games is undoubtedly most bent in uncourting its program-

ming powers. A 'Time Warp' intro indicates they might have had something to do with it, however.

Our hero Mackay is a member of New York's toughest street gang. Glowering aside the questionable ethics, Players inform us that his mission has to be fought through New York's streets, ghettos and alleyways before finally confronting 'The Cart' - a notorious gangster master. Our standard - and weapons - based 'run-up'.

Mackay runs, jumps, moves and steals through series of missions armed with spray cans - it must be their contents that designate his players into the increasingly gaudy folds of orange flares. And there's the standard comedy around as well.

Seven screens fall to 16喷漆 cans, and later levels add colour-blocked people and letters to the landscape of death. In terms of graphics and action and gamplay this would make an amazingly bad Commodore 64/128 game, so the Amiga it does description. There's a good tune though.

AMIGA: OVERALL: 78%



A TAXING ROAD

ELIMINATOR

Review

According to Horson there isn't a hot rod, board or even electric guitar to be found in this dramatic road game. Nevertheless, Nebulus author John Phillips' high-speed blast-'em-up is the perfect game for playing with ZZ Top blasting in the background.

Most of the usual road-alien-class rock fare has, and the game's homepage emerged from futuristic depths, one previously fine day. Roared the locomotor and started emanat-

ing from the screen by up/down on the joystick. Hanging from side-line screens is bountiful bonus to triple the guns, they'd all best should a crash occur.

High-speed encounters with

immovable objects are, in fact, a particular danger when being flipped, via ramp, on to the roof of long-corridors. These should be no cause in the eliminating, however; if you want the extra the obtained after 12,000 points.

The additional choice for would-be players is taking the additional double-a-gunner-system as compared to their peers and a password is given allowing access levels to be bypassed. As with Asteroids from Atari, the thoughtness of getting to these passwords ensures the game never becomes easy, while passwords help reduce repetitiveness.

ATARI ST

Diskette: £14.99

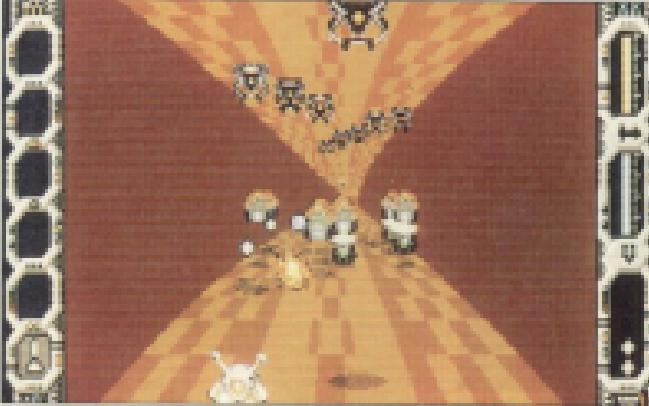
Play it on a big TV screen, with atmospheric grime on screen, and you might think you were in the cockpit. The roar of the appropriate engine when turning left or right is only one example of the graphics detail, while the speed and smoothness with which curves, hills and various alien approaches has to be seen to be believed. The sound FX and continuous tunes aren't quite up to standard of the graphics, but are still quite good, if not outstanding in fast-forward mode, addictive and very tough.

OVERALL: 92%

OTHER FORMATS

Next out of the furnace is the Amiga game (£14.99), often a slight down Nebulus (£14.99 basic, £12.99 disk), Amiga and Commodore (both £14.99 basic, £14.99 disk) versions will follow.

"SF roadblasting in fast-forward mode, addictive and very tough"

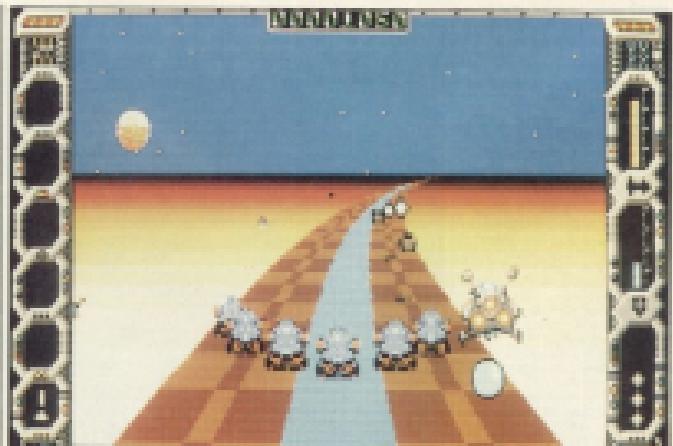


Eliminator, as its name suggests, is a case of inciting planets in an effort to destroy everything in your path.

Being an Eliminator is far from an easy life, however. The results may also be less than kind with massive lights, lasers, and fire hopelessly scattered about blasting through a massive area of light takes fast reactions, and macho values demand lesser planetary enemy base concept.

Opposing of alien, some of them actually have the got to resort to violence in their own defense, attacking in erratic, swerving patterns. His can clean your shield, and should one of these chunky creatures comes with you, a life is lost.

While wondering why you may need to be assured that orange-shaded shapes can be picked up at no extra charge - to top up ammunition and add special weapons. Once collected



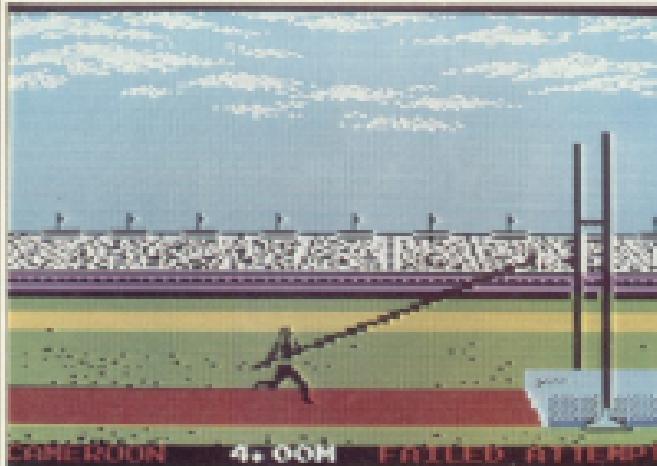
Flying high and shooting from the top in one of intervals making up Eliminator

VERSION UPDATE

SUMMER GAMES

£9.99

**Spectrum 48/128: Cassette £14.99, Diskette £17.99
Amstrad CPC: Cassette £14.99, Diskette £24.99**



VERSION UPDATE

NIGHT RAIDER

Breton Graphics

Spectrum 48/128: Cassette £9.99, Diskette £12.99

FORMAT: Released on the Amstrad ST in **TOURNAMENT** (20%), this World War II arcade simulation has now fought its way to the Spectrum. The basic gameplay remains the same, with you controlling three crew members in a Grumman Avenger's cockpit.

Based on the war's aircraft carrier *Air Power*, the Avenger is sent to sink the *Bismarck* with a torpedo. Fighting through enemy fighters and flak, at the same time however you must protect the *Air Power* from German bombers, meisterschiffs, U-boats and U-boats. At the start, you are offered a choice of missions, each often several flights have to be completed before you are allowed a break at the battle station. And on long missions the Avenger has to return to the *Air Power* for refuelling and rearming.

Your responsibilities are shown by four different views: a straightforward pilot's view with machine gun cursor, engineer's panel, navigation's map and rear gunner. An indicator in the corner of each screen shows when your attention is needed elsewhere.

Most of the screens are multi-

expansive, but the engineer's is one of the most important, requiring correct control settings for launching torpedoes.

OF AND LOSING

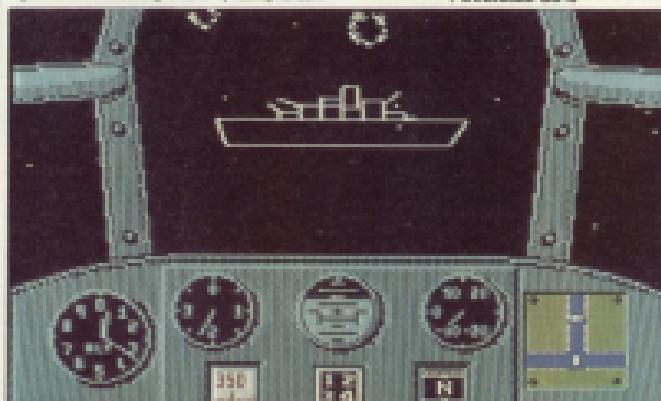
Fortunately, any stage can be postponed separately before attempting another. This especially useful for battles which, unlike on the Amstrad ST, are exceptionally difficult to master.

Graphically the detailing of the plane's implementation is good, although enemy craft remain unconvincing against a host of attacking forces.

There are only a few spot effects, and generally the limited graphics means that the Spectrum version offers little value for money than its predecessor.

Although it can't compare with the realism of games such as *Carrier*, *Night Raider* is definitely worth a second look.

**SPECTRUM:
OVERALL 72%
AMSTRAD: OVERALL 74%**



The Bismarck and her crew are about to experience Cherry Jones' Justice-First Award - If you're有幸够的话

ROAD HOGS

STREET SPORTS SOCCER

by Goldplay

Egypt's Street Sports series began with ... Baseball on the Commodore 64 (before TGM's time), and now continues with ... Soccer, with ... Basketball to follow. All these games reject the usual idea of competing fully professional teams competing in a capacity-filled stadium - instead, a group of local kids play a casual game in their neighbourhood.

It's real street cool time. Both players can choose three team-mates from the six available, who will you choose? Radar's the most skilful player, but is a little slow? Tic, an ace goalkeeper but apt to let the occasional easy one through? Or perhaps Dario, whose nervous attacking play is made up by his defensive skills?

From Radar to Radar, the choices is yours, but remember that one of will have to go to goal. If the decision's too much for you, the computer can randomly select a team for you, or a pair of professional teams can be used from a selection of five.

The spirit of an energetic soccer game in an American neighbourhood is adequately generated by basic controls and the Commodore's standard style of the semi-urban setting, pitch. Unfortunately, the players in the game do not fit the game's style with their enormous chests and arms. Aren't these kids built off the costume?

Matches are played in two ways - 1000 goals over a period between two and 40 minutes, then penalty rounds played if the score is level at full-time. Alternatively, a target score can be set, from five goals to 20, the winning team being the first to achieve this amount. And there are three skill levels.

I pass

Joystick direction in combination with five control keys, holding is adequate. Should you get into an awkward situation, any non-forward direction and the passes to your other players falter. The characters' clothes change colour to show who you're currently controlling. In your goal area, control can be switched between goalkeeper and your leading forward.

The ball can be captured by bookings it's passed, or by grabbing one of your players between the ball and opponent's feet. Any foul and the opposing team gets a penalty shot at goal.

Playing against the computer - and ignoring the poorly defined ball - is a lively affair, but handful of players sometimes around nicely. But regardless of the situation, all characters run at the same speed, so that if an attacking opponent is ahead of your striker, you have no option but to watch as he keeps on it impossible to catch up. It mars the game seriously.

IPC

Cassette: £19.99

The PC game is instantly suffocating by the limitations of the CGA four-colour mode graphics. The colour palette of the CGA was ignored. The pitch is black, where it would have been a better choice, and players are blue and pink. Scrolling is instantaneous, for the PC's speed, and possibly worth designing doesn't help appearances. Playability is hindered by the same player speed problem as the Commodore version.

OVERALL: 42%



Team photo and title screen of Street Sport Soccer; below my thoughts on the Commodore 64 version.



Football pitch in my Street Sport Soccer's screenshot action at the way - Commodore screen

COMMODORE 64/PCB

Cassette: £19.99

Diskette: £14.99

A two-player game provides a dash of fun and friendly competition, but the equal-speed Footballers restrict play. A more advanced control system would have made Street Sports Soccer a highly enjoyable football game.

OVERALL: 63%.

"Playing the computer is a lively affair, but hindered by the speed problem"

A touch of the Football Manager there to decide who's gonna stay on your side - Commodore screen



HILDAH... SPEED ISN'T HER STRENGTH BUT SHE'S GOT A LOT OF SPUNK. WITH HER GREAT LATERAL MOVES IT'S HARD TO BELIEVE HOW CLumsy SHE CAN BE.

CAMEROON: PICK



VERSION UPDATE

SUMMER GAMES II

Amiga

Spectrum 48/128; Cassettes £14.99, Diskette: £17.99

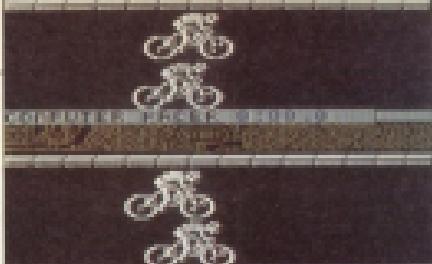
Amstrad CPC Cassettes £14.99, Diskette: £24.99

SUMMER GAMES II covers a further eight events, including not only the more familiar sports such as the pistol, high and triple jump but also those perhaps less well known, racing, aquathlon, fencing, cycling and synchronised swimming.

Variety is offered in each event, proving more a test of timing with the joystick than physical punishment. On both machines, the am-

azing variety of events ranges from simple to very tough. The difficulty often increases not through the progression of previous movements to perform but the lack of response. Some possibility has been left as a bonus, especially in the aquathlon, with its platform horse, and the unresponsive, sideways control in the Cycling.

Learning the moves is difficult



Summer Games II - control is awkward but the thrill of the race is still present. Spectrum version

and play can prove inconsistent. Nevertheless, most events are problem free, interesting and place a different set of demands on the player than those encoun-

tered in *Summer Games*.

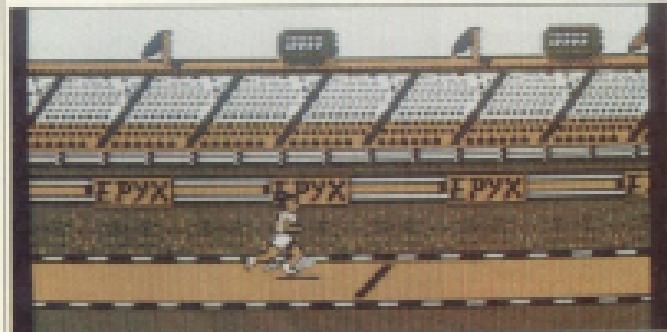
Graphically, this sequel makes much like the same use of the host machine as the prequel but features better animation. The Spectrum version is largely monochrome but makes good use of colour where it can.

The Amiga game is let down through lack of colour, those used are solid - even when an orange sunset below? Rolling however, is smooth and detailed is generally better than in *Summer Games*.

In the area of game enhancement, the Spectrum version wins with short bonus although sometimes it's markedly played before each event. The Amstrad Summer Games II offers only limited spot effects.

Mutated is present but nevertheless the competitive movement and playability have been retained - and that's what matters most.

SPECTRUM OVERALL 75%
AMSTRAD: OVERALL 70%



The picture goes "Fast before you fall" - perhaps in this context it should be "Fast" - divided screen

VERSION UPDATE

QUADRALIEN

Logiciel

Amiga: Diskette £19.99

QUADRALIEN was a very good puzzle game, largely because of the simplicity of its basic components. *Quadrilateral* (Amiga, ST, 1700, TOS 1000) - from the same programmers - is substantially more complex and less likely to appeal to the casual game player looking for an easy blast.

You suppose the discs in a effort to prevent an orbital nuclear plant melting down. In the process destruction of the Quadrilateral Mystery, whose mission involves intact the plant's reactor. Besides the Quadrilateral defense, the nuclear plant is also occasionally compromised by a belligerent.

To succeed you must progress through all four levels. These require codes given only once sufficient points have been earned. Each level - except the last one - is composed of six chambers packed in any order and any combination of four of the six discs - each has different characteristics.

On the final level simply find and collect all the reactostones, while keeping the reactor cool by push-

ing barrels of coolant down chutes. On most chambers lasers may be used to blast objects out of the way, others how-

ever, won't allow this. On later levels there are explosive charges, magnetic fields, moving barrels, lightning bolts and apparently lasers.

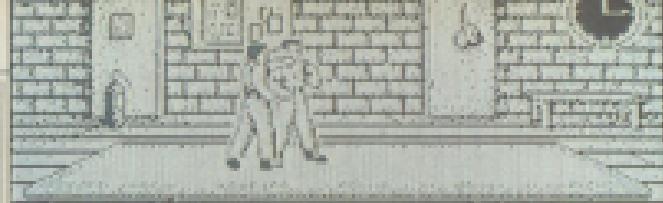
The Amiga version has some sound effects and background music, but the ST gets some additional graphical effects on the control panel, but it's handicapped by the "staged" way it looks

between screens. This effect may be technically far superior to the simple scroll between screens on the ST, but is unlikely to reach every time you move off screen. As is all in a long-term challenge which hopefully incorporates a corrected option.

AMIGA OVERALL 64%



No robots are present to command as you strive to prevent a meltdown



PRIVATE CAMERON
2721210

19

SCORE 017000

SERGEANT STEEL

Support Street plays tough with cookies - but it's for their own good!

VERSION UPDATE

**NINETEEN PART 1:
BOOT CAMP**

Cassette

Spectrum Cassette £9.95, Doctor Who £14.95

VERSION UPDATE

LA CRACKDOWN

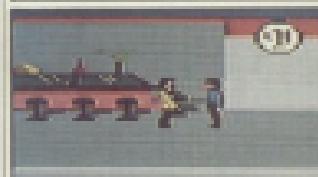
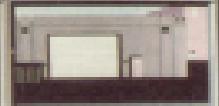
Amstrad

Commodore 64/128, Doctor Who £14.95

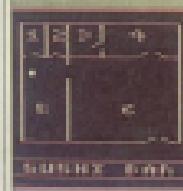
LA CRACKDOWN is Epyx's latest action series, featuring illegal drugs trafficking.



The synthetic drug, Karami, has been smuggled from Hong Kong to be purified on the streets



FELIX: I hear someone walking around.
Should I go and check?



- 1 MEN'S ROOM
- 2 LADIES' ROOM
- 3 OFFICE
- 4 KITCHEN
- 5 BAR
- 6 FISHING ROOM
- 7 CANCEL

12:04
TUESDAY
DAY 02

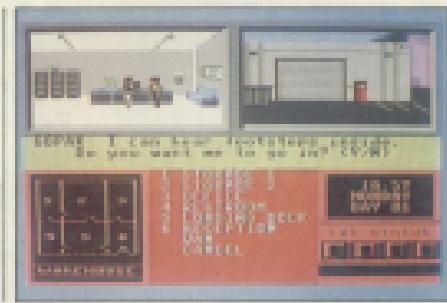
FILE STATUS

HRG	LHS
-----	-----

HRG LHS

THE GAME of the 10 second slot, set with the Spectrum's version following its Commodore predecessor but later, is much later, but got a picture in last month, but not a screenshot.

Location is where you're going, but find the training camp. You



Actions are your movement, weapon selection, your mode should do what?

Well, if you try to make out the shipping company responsible and gather sufficient evidence to bring the perpetrators to justice.

Using an on-screen menu means you control a house-up-to four bags, weapons, reinforcements, flight, thought and interdicted targets. However, the has a mind of his own and may influence your building or indeed decide who you should you order him to do something unreasonable.

The Commodore game plays identically to the PC version released TDM and SWS, although sound and graphics are slightly improved, file-access time is minimal, but unfortunately the program causes the drive to hum something terrible when accessing, it will be the worry of the day before it becomes a headache changing the disc to play the game. It's not worth the risk.

COMMODORE 64/128:
OVERALL 40%

appropriately tough stages consisting of eight sub-stages, but no complete level challenges and you're off to the next immediately after.

The assault courses, with brick walls, memory bars and ladders, is surprisingly accurate, not a test of frantic button-pushing. Graphically this is good, with the player's guidance for breath beautifully animated, unfortunately it's also very tough. Timing the jumps and so forth is exceptionally picky, carrying little of the atmosphere of the event.

Not more effective is the second stage shooting stage, jeep racing, the third stage, in graphics mode, but suffer from the poor structuring much of the course shaped - frustrating. The last remaining mission is still 'Guard these unarmed combat, another slogan' - hell, am up.

Undoubtedly the best section of *Support Street* is the final optional part - the shooting range. Other events lack originality, but presentation and playability is significantly improved from the Commodore, making it well worthwhile.

SPECTRUM 48/128:
OVERALL 75%

TRYBRIDGE SOFTWARE DISTRIBUTION

Please send changes with a copy of the original version to:

THE ENCYCLOPEDIA

REFERENCES AND NOTES

Please remember to state make and model of computer when ordering. P.P. inc. UK, Europe add £1 per item.
Overseas please add £2.00 per item for airmail. TEL: CROYDON: 0708 764121

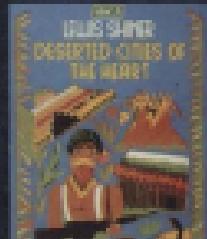
TRILLION BYTE TRIPS

Sex, drugs, war and mirrored sunglasses. Classic cyberpunk themes are all revealed in the first of TCM's Trillion Byte Trip book reviews. Over the page, Stuart Wynne comes into another trip altogether

bioRxiv preprint doi: <https://doi.org/10.1101/2023.09.20.570320>; this version posted September 20, 2023. The copyright holder for this preprint (which was not certified by peer review) is the author/funder, who has granted bioRxiv a license to display the preprint in perpetuity. It is made available under a [aCC-BY-ND 4.0 International license](https://creativecommons.org/licenses/by-nd/4.0/).

This novel's theme of Soviet-German relations and the nature of equality have afterwards emerged as a superb and highly successful Whittlesea play. Much ingenuity has gone into a global concept and the play has been changed to produce a fascinating insight into contemporary life and times and post-war internationalism. The most recognizable and compelling book of the year, despite all ...

Volume 10 Number 10 May 1996

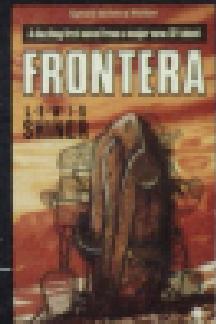


you're holding yourself. People aren't going to leave down all those beautiful ranch-style homes and start living in great houses. They are just going to go on like the same people they were.

The conflict between the opposing sides goes on in an uncertain, revolutionary future struggling to be born, underlaying the war between the Missouri Army

The most striking with a strong Shuar emphasis was the interview with a spiritual leader. When I inquired as to his interpretation of anthropomorphism, he spoke at length and then added that he had learned history through traditional ethnography in complete silence.

Published with some success, such as why Brigham T.A.R. didn't accept another scholarship, this is an excellent play. Like Life During Wartime, it encompasses a wide range of topics and was able to bring out all of your favorite political figures. As always, very perceptive, moving and educational.



Concerns on a second wave raised by a new hermeneutic approach have increased. But there was no latency. He reached out to his first readers and addressed the first stages of heresy, the comprehension that anything we claimed is simply a remnant of *metatheoretical*, one or enough as major natural science in order to found our results.

And so with apprehension happened
right in the heart of night at with
foreign name and America's
courage was not also the only one
left and that brave continued to
have no more. However the long
desired house of the Western
Star's Unknown Brother had not to
be very good. And so would
be Vice-President George Dan
Quayle, Dean Preston Moore or
the members of those deceased
living in that there.

Vanuatu's unresolvable resources and their might generate much of the power of this new movement, along with control in Papua New Guinea, undoubtedly the most concerted and impressive of those in South America's Little Darling Riverine (1970-75, *Christian Science*).

This is a boldly poised story set in a world run by Capital R. Narratives where heroines have control lead to negative outcomes, a conflict in Central America. The central character is Reed (Maggie), an attorney whose anti-corruption powers which he has been suppressing to avoid serving in the previous PolChaps.

Mongolia's story begins dramatically enough, with most planes lost ground and fighters flying out from Occupied China. Thereafter they never lack a decent base through the terrain, with helicopter pilots creating impenetrable black holes that claim no prisoners.

"Mongolia and its friends need hardly 50 trees. Internally regenerated soil, these follow. Subsequently there is a further round of tree regeneration as a result the tall grasses - rather than

In August 1945, when the Japanese army surrendered, it simply didn't know what to do. The American soldiers were becoming like the Comets of America.

Moving from imperialism, toward colonialism points at a spreading battle to the edges, almost intent on the moments of healing as a loss when Roosevelt's phrase says he "should have been a good man."

united, their sports ruled by
the one legend.

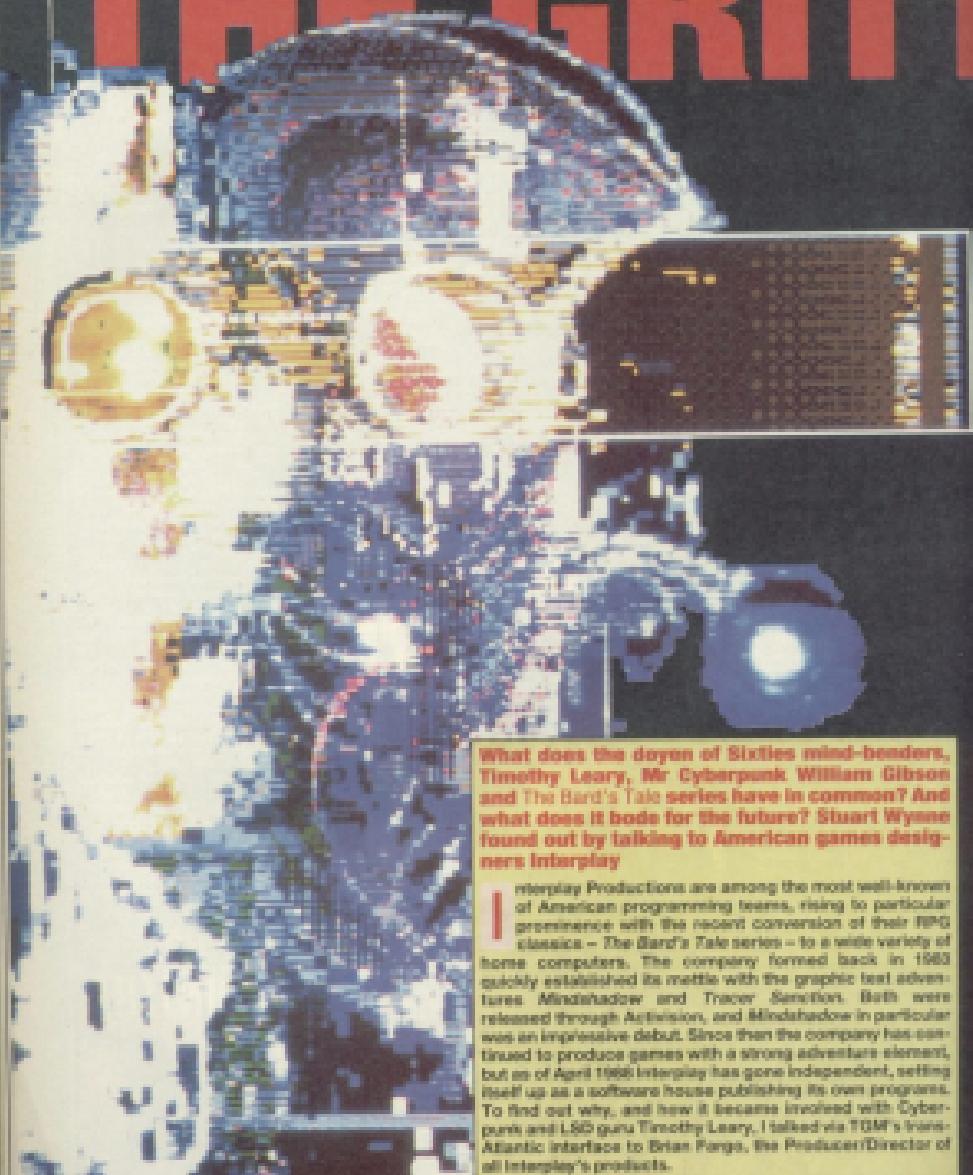
As the most continuous events went out of the jungle with an easy, multi-directional mobility. A later helicopter venture in similarly intelligent circumstances showed, to his joy, a long memory-space of Africa, suddenly reawakened because of light penetrating the jungle canopy, now interpreted as images in some sort of electronic circuit.

Moving from impression, broad contexts comprise of a spreading battle to the stage, almost infinite contexts of feeling in a horse show. Showman's pleasure must be determined and it is possible, as

Shogren, a former rock musician who has chosen to write on Christian themes for his continued success. Unlike Shogren he is very much a part of the Cyberpunk movement, with his first novel in progress - dedicated to William Gibson among others.

It's a surprise, though, to find that *Cyberopterus* (or the more likely *Allosaurus*) is not in the past tense in his possessive. To witness an alien without his past—*Cyberopterus*, or pre-*Cyberopterus*, would still be the same; but the characters themselves experience very different experiences. The happenings of *Cyberopterus* are not causal necessities — as the Assistant suggests it's a bit like

THE GRIT



What does the dozen of Sixties mind-benders, Timothy Leary, Mr Cyberpunk, William Gibson and The Bard's Tale series have in common? And what does it bode for the future? Stuart Wyne found out by talking to American game designers Interplay

Interplay Productions are among the most well-known of American programming houses, rising to particular prominence with the recent conversion of their RPG classic - *The Bard's Tale* series - to a wide variety of home computers. The company formed back in 1980 quickly established its mettle with the graphic text adventures *Mindshadow* and *Tracer Sensation*. Both were released through Activision, and *Mindshadow* in particular was an impressive debut. Since then the company has continued to produce games with a strong adventure element, but as of April 1988 Interplay has gone independent, setting itself up as a software house publishing its own programs. To find out why, and how it became involved with Cyberpunk and LSD guru Timothy Leary, I talked via TCM's trans-Atlantic interface to Brian Fargo, the Producer/Director of all Interplay's products.

TY FUTURE

Interplay's decision to go integrated has apparently made it do with the type of game it produces. A relatively small company, it employs designers, programmers and artists on contract which can easily take them to competing studios. It has more than 700 titles in less than two years, with 300 people on its full-time, and several people using support programmes.

Obviously such extensive work takes a lot of money. The questions referred from writing to a permanent house are essentially the same as finding a permanent residence. Unemployment would be something a higher priority for the government, with a regulation for encouragement, creating persistence.

University's most famous title - The Best! State - as well as never Disgraced, and both the Presidents of Roosevelt Arts, no doubt as well there are respects to us there. And bringing many in our class, choose not the services.

The establishment there seems as at independent inventors. Some inventing here has been forced to go elsewhere, but with some gains. One of them is Robert C. Johnson, a black engineer who composed a first-class electronic circuit which has applications in television and audio reproduction, and the other is Almonzo Williams, an African-American who composed games of *Cyberpunk's* most outstanding novel written by the man who gained recognition finally created the genre. — William Gibson.

But in Post-encyclopedia Japan, the same computer games, like the books, bypasses the world-dominated by real-world computer networks. Interacting with these networks is done by Cyberspace, a domain of other-worldly reality, representing knowledges by visual symbols, rather than mere words and codes.

CyberSpace features added to track the KDD protecting corporate databases are both tested and proved. Appensoftware's central character, *Dana*, is one such example, and its insights like the computer game featuring the elements of Japanese culture.

The scenario, compactly written in the usual Unix C-like language, describes what is happening - adding two feature streams. To do this it must extract the enhanced configuration and second information so as to merge them with an existing RCS system.

"*Imaginary Friends* substantiated what many of the original writers had remained, but were enthusiastic about their own versions. Rather than simply continuing the book's description into a concluding sentence, they had stayed focused the



卷之三

essence of the world, the characters, the music.... All the people are there, their personalities are the same and there's a tension that's slightly weird.

early 1960s. When I presented my first paper at the meeting from the model to the mathematics in Rock's list, when questioned about how far one had to go before the Goss version of a trace involving those other two, I said something like "approximately," they pointed to this page of mine to consider the appropriate number of terms. However, the actual implementation of Goss' version was never discussed and, I think, probably, because full implementation fails to fully yield their own insights as to how far it should be.

and the book of *WiseCracker* demonstrates that the game had a significant influence on the development of *Call of Duty*. Their shared approach to game design influenced the way they approached writing and developing the game. Whereas *Call of Duty* was designed to be a shooter, the former one has very little focus on combat. It's more about strategy and skill, and it's set in a futuristic city. And as this takes place in Cyberpunk, it leaves no room for violence or gore. Instead, players must use their knowledge and resources to survive in the Cyberpunk world. One of the things they were most proud of in this game was the ability to

WV-1007 Herkimer 1900 A. D.



permanent smile where his lips have been removed. His name tag identifies him as "John."

more conversations with WHO's Alan Pearce (Chairperson). This advice is unique and provides for better, more informed conversations.



[View All Categories](#)

With a lot of humor and fun, *Amazeballs* the company refused to let the system's inherent differences be the barrier style, preferring deeply to call it "different".

Leary and
Hirshonanin et al

play their part because intervention is a must when Twenty Years a Slave is shown. When I was at the festival in 1998, I asked the festival director if he had any concerns about showing the film. He responded that he had no concerns, but that he would like to see it go to a general audience. I asked him if he thought that the film would be better received by a general audience than by a festival audience. He responded that he did not think so, but that he would like to see it go to a general audience.

"They'd captured the essence of the world, the characters, the matrix . . ."

Once completed, however, it proved very easy to adapt these programs to Rensselaer's own teaching computer (an IBM 360/65). Other computers could be used.

One of principal players in the deal, Timmy Lerry, is of course famous, perhaps infamous, for his Sixties activism as American Indian Movement leader. He has been investigating the time LERO had yet to be born and as a psychiatrist, has addictive mind-altering drugs, including LSD, administered by other "newsmen" to the teenagers he's won over to his "good cause."

Computer-aided

The elements of human and non-human cognition together with some implications for education

Los have since focused on radical change in structures toward 1980. Los has always emphasized clear, practical recommendations for using the new vehicles, as in a recent study of small-scale improvements needed. Los says more research is needed on training and on how to make the vehicles more reliable. Los recently started entry into the U.S. market through a joint venture with a company called Cess, with less than 20 years' experience in aircraft design. Los says he has no idea what's happened.

Another interesting interview is with James L. Lewis, the former editor of *Answers*. Lewis also introduced them to the anti-American point group (other document releases) from *Cross on Congress* records. Stanley Lewis had worked at *Answers* and was interviewed about "Using just the right words, they [the Communists] ... [are] recommended." They are part of the process, parts of the book and their comments have a significant impact on what they taught and they could do things unnoticed at the school.

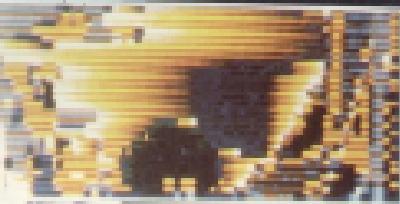
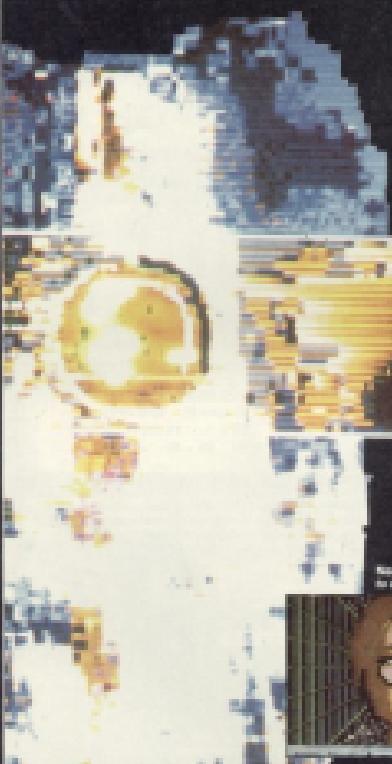
Do "Intelligent" computers threaten us? Symbiotically? Yes, if you consider AI as the computer's function in the future. In that programme, they believe AI's role would be a Modern Master. We thought that the computer's control of the human was only a close relationship. We see the need of symbiosis in a programme which keeps the computer from being a threat... From this viewpoint... the first of the three factors gets its right side. That is, the computer technology quite logically creates

Macmillan had been trying to sell it for £14.400 for two, ultimately unsuccessful, occasions since December 1980. The PCC's distribution in Europe and US accounts to the required level of 100,000 units, which have strong potential for expansion.

For the future Interplay has in development a Project X system, using many advances over their initial design to appeal to the same audience. Projects by Newcomer based on Willow Creek Camp and Mama Lila Christian camp are also in the development process.

There is also a demand for
books on the market which
are aimed at the general public.
The book "Psychology for
Everyone" by Dr. J. C. Scott
and "Psychology for
Businessmen" by Dr. J. C. Scott
are examples of books which
have been well received by
the public.

As for the future of the Cyberpunk series, transatlantically open communications permitting, I hope to have an interview with William Gibson himself, and soon that much delayed book at Robotropolis, that much-needed and extremely valuable continuation.



"We are the
computer hacking
of the
future."



ROB STEEL'S GETTING ADVENTUROUS

STEEL SHAVINGS

It had to happen I suppose, not one adventure game has come my way for review this month. Therefore, based on the Received While I mention these, I present you, shaving of hair upgaming, but nonetheless boring, paper of choice, I thought I'd tell of what delights we have to look forward to from Infocom's latest. Returns to the adventure preview section - plus another chance to get the feel of Shaver's top.

SHOGUN

RELEASE DATE: Amstrad ST and Amiga, Spring 1989; Commodore 64/128, June/July of the same year - Prices to be announced

Journey back to the 16th century and imagine yourself as a sea pilot on an uncharted route to the Japanese. Shogun places you in this situation as the hero John Blackthorne, from James Clavell's best-selling novel.

You finally reach land to find yourself caught up in a political alliance struggle between two Japanese regents, both vying to be Shogun. As you attempt to adapt to the alien culture you befriend one of the regents and fall in love with his beautiful, Momo.

Steve Labeing, author of *Starman*, *Spectrestar* and *Cyberdrome*, collaborated with Clavell to write the game. He also incorporates much of his own creative ideas and techniques.

Shogun, unlike previous Infocom adventures, is more con-

cerned with getting Blackthorne to think and make decisions about situations rather than solving complicated puzzles.

The graphics mimic a traditional 17th century Japanese style and are purported to be the most out-



The ship becomes the player's deck for sleeping, storage and, most importantly, survival.

The story follows the quest to find the secret location of the missing Momo from your past, and the secret of her beauty.

The game starts at you make off the last ocean on your crew ship - it's success

coupled with getting Blackthorne to think and make decisions about situations rather than solving complicated puzzles.

The graphics mimic a traditional 17th century Japanese style and are purported to be the most out-

standing that Infocom have created to date. They are used to enhance the story and reward you for handling situations successfully - whether it be making allies with sympathetic Japanese aristocrats or fighting off kinsmen attacks.

BATTLETECH: THE CRESCENT HAWK'S INCEPTION

RELEASE DATE: PC later this year, Commodore 64/128 early in 1989 - Prices to be announced

This may not strictly be an adventure, but when you're struggling for product to look at, the rules sometimes get bent a little. From the 18th century let us travel forward to the 31st and Char's IV - a water processing plant.

What happens when the latest BattleMech invades contact roads? You, as Jason Youngblood, suddenly feel yourself defending the planet against an alien invasion. You learn that your father had a secret equation to master the enemy but neither he nor any of his clan returned. Furthermore, yet known and close-minded, you swear revenge against the deadly Punkin enemies.

To produce this state of the art displaying adventure, Infocom used links with Westwood Associates (Acclaim), RPG designers from Las Vegas,

as well as being many about combat and building characteristics, you may at any time, fire your skills by entering the arena, where you can either control the fighting yourself or use the computer to fight for you.

Each battle challenge is more deadly than the last, and as you get closer to your goal, so the frequency of confrontation increases - hopefully along with your skill level.

Battletech includes features typical to standard role-playing games plus some unique Infocom - specifically, animation



Using your Battletech robot, defend the planet in your search for Char's secret.

A deviation for Infocom maybe - but an interesting one.

JOURNEY

RELEASE DATES: PC later this year, Amiga early 1989 and Commodore 64/128 in the spring/summer of 1989 - Prices to be announced

Co-author of the Zork Trilogy, Marc Blank, has created a new type of computer storytelling system incorporating a classic fantasy theme and mixing two game-types (adventure and RPG) into a novel form of its own. RolePlay Chronicles draw from the best games which include both elegantly rich plots and challenging puzzles.

Journey takes you to a graphical land of mysterious fantasy, full in the tradition of J.R.R. Tolkein's The Lord Of The Rings. You direct your magical adventures with Drag, Drop, Berger, Writer and Reader as they solve puzzles, encounter creatures and explore environments. Each character can act independently (sometimes for the

good of the quest - sometimes not).

Your task is to help them decide where to go and what to do. You have the power and therefore must be a common strategists, physician,

and character judges while putting the defeat of evil into the land.

Player moves with a graphically illustrated world of creatures, ships, temples and artifacts in Journey - IT

The screenshot shows a character in a green robe standing in a dark, rocky landscape. The character has a large, ornate helmet with a face-like design. In the background, there are jagged rocks and a small body of water. At the bottom of the screen, there is a user interface with several buttons and a map.

Save Game	Load Game	Character	Inventory	Comments
Exit Game	Character	Quest	Logout	Exit Game

ZORK ZERO

RELEASE DATES: Amstrad ST and Amiga early 1989, Commodore 64/128 spring 1989 - Prices to be announced

We all know and love the Zork Trilogy (including Beyond Zork there are actually four parts to the series), but it appears that Infocom have gone as far foreword with the subject as possible. Knowing a successful subject when they see one, they aim to fit their offerings by going back in time to 'the early years' and examining the Great Underground Empire's history.

Steve Meretzky, author of the famed *Leviathen* (Zork III), is the man who has toiled in the beginning... adding his own unique brand of humour to Zork Zero.

This prequel explores the origins of the ZUB, boasting more than 200 rooms and as many puzzles as the Zork Trilogy combined. It also features the first graphical puzzles to appear in an

Introduction

Zork Zero takes you to the last days of the empire. The evil Magician has cast a spell to destroy the ruling Hathash family and threatened the very kingdom. You are one of the many heroes trying to claim a leadership position among underground heroes... undergrounders who hold a family power which could just give you the edge.

The History of the Empire (available from Club Zork - Year 1 1988 - \$17.50)

STEEL TIPS

Stack in a tree? Up to your waist in gauze sleeves? Short of a match or piece of string? Pried off and stuck to turn off the computer? Well write it in, folks, help you? Not likely. But I can always pass on your place up this column and recommend all there might conceivable to help. Meanwhile, here are some tips I prepared earlier....

Robin Of Sherwood Adventure International

From the north Stand on the platform, grab the gauntlet's top and swing free when he falls.

Search him and take his sword. Unfix the bolt and open the gate, go through the door and through the doorway. Clean the latrines, go through the door and head right on through the window.

Enter the scaffold and collect the axeman's go south, pickup the mace and light the torch to free him from the spell. Drag the staff.

Go to the tally room, climb and swing it to get the macehead. Go to the outside camp and fire the bow. Go to Nottingham and enter the boat and arrow yourself.

Lords Of Time Level Nine/Mandarin

To get the code - shoot! Draw something cool to get across the lake. Shoot, then try to gain a strong grip.

Beyond Zork Infocom

In the castle, look at the scroll through the entire book to get a scroll that gives you 100% strength (temporarily) - enabling you to break down the door.

Give the scroll to the monkey grinder (after he's retrieved the scroll from the Guild Hall store) to dispose of him.

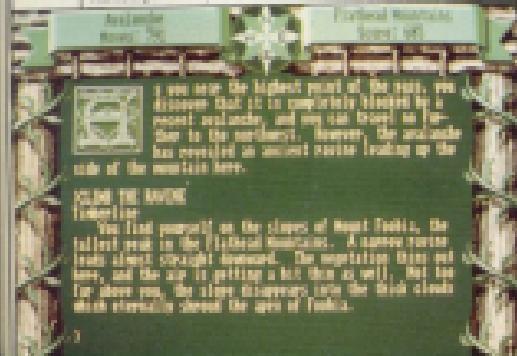
Come on, I'm not doing all the work! Just think of those poor, stuck souls and there, something pieces of help, help me help them if you have any pity or an ounce of human goodness-left. Right if that hasn't enough the strength of your heart - go jump down a backdoor. Send back or come on STEEL TIPS, THE GAMES MAGAZINE, PO BOX 11, London, SW6 4PA. £17.50.

Zork I Infocom

To speed up the whole game, hit the thief test.

Seabase Delta Firebird

Enter, go west and no fire the small missile. Turn to get the plane which acts as a lever.





WIPE OUT!

Win yourself an Atari 520 ST and ELIMINATOR – Hewson lash out with all 16-bits firing!

ELIMINATE your craving for arcade action with Hewson's brilliant hit game *Eliminator* – it's reviewed this issue on page 77 with a top-notch rating of 88%!

Hopping along a futuristic road with oncoming alien cars for quick thinking, fast movements, and don't dare take your finger off the firebutton! *Eliminator* is Hewson's first ST game, and what better way to celebrate the fact than by giving one away – an ST that is.

In addition to receiving the ST, the winner also gets a copy of ST *Eliminator*. And if that isn't nice, try getting additional numbers up after get-

a copy of *Eliminator* on any of its formats: that's Spectrum, Commodore 64/128, Amstrad CPC, Atari ST or Amiga.

To be in with a chance of winning some Hewson goodies answer the following mind-bogglingly difficult questions, in true postal Hewson style, and complete the form ...

- 1) Which of these song titles does not have the word ROAD in it?
 a) Hit The Road Jack ...
 b) There's A Bright Golden Hour On The Meadow ...
 c) Follow The Yellow

Brick Read ...

2) What is the worst possible thing that could happen to your copy of *Eliminator*?
 a) The sticky label comes off

b) A pack of mutant tiger-hounds from hell destroy your house and eat your copy of *Eliminator* and digest it.
 c) You own a Dragon

- 3) How many Hewson games has TQM reviewed?
 a) All of them
 b) Some of them
 c) None of them

3) Finally, complete this sentence in no more than 20 words: "I would like to be an Eliminator because ..."

Write the answers down on a postcard, or the back of a sealed envelope, together with your name, address and computer owned, and send it to **ELIMINATOR COMPETITION, THE GAMER MACHINES, PO BOX 10, Luton, Bedfordshire LU1 2BB**. All entries must be received at TOMM/Meson Control by October 20, and entrants must abide by the competition rules detailed in the masthead.

To help Hewson plan ahead please answer the following questions, don't worry – they're not part of the competition!
Favourite Hewson game: _____

Do you usually buy games on disk or cassette: _____

If you intend to buy a new computer soon, which one? _____

GOING RIGHT OVERBOARD

What's going to be hot in 1991? According to Christmas 1989's "Top 100 Games," the answer is...uh, you could make a living selling them. With sales falling down for the Christmas games business, it's time to get the design and packaging right for the winter season, so no one's saying anything not giving much away.

We did get our hands on a couple from *Merry Games*, the people responsible for the excellent *Muffles* and award-winning *Bonzer*, which are already in the shops. *Megalomania* and *Ascent* are each designed to appeal to different elements of the games-playing public.

ASCENT

Merry Games, 2-8 players, around £20

Because it's there! Passenger on the...? Yes. It's a very mountaineer's answer to the famous question "why do you climb mountains?" Ascent is the mountaineer's cut - bolts without pain.

The dangerous peak is formed on a board, with base camp, huts and mountain birds on points along routes to the summit.

The objective - to reach the top before your opponents - is achieved by using set routes, individually coloured, and ascending further with every turn.

If base camp, all players choose a route. Each turn players decide in what they intend climbing, and cross with the appropriate colour and another claim to the what's needed.

Players have a selection of rest and peace cards numbered one to ten, which relate to the equipment, safety and weather required on each move. You pick a card from a shuffled pack and if it matches your circumstances or higher, the journey can proceed. However, if the number can't be matched it's back to base camp you go.

Megalomania has Ratty too. Decidedly prepossessing in a plump, ageing blue suit, it's a repose-with-moderation character to impress... probably, since that is a political action game. Although there's plenty of opportunity for vicious damage, *Megalomania* probably best suited to players enjoying long, thoughtfully drawn-out games.

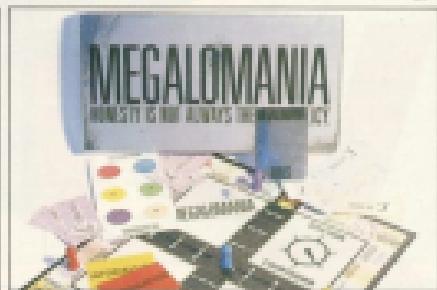
Lateral Thinking is really heavy-going, but it might well delight chess players who fancy something a bit different. It's endorsed by the National Chess Federation, it's hard to get into, the sort of game requiring much practice before you can start playing for real. Looks good though.

Aviators are a killing hazard if you get caught in one. At the top of the board these are avalanche-slides. Every turn you throw the dice - first to select which avalanche that is to be moved and the second to decide by how much. When a red gear round and finds itself an avalanche occurs on the slot mentioned on the die, and any players on that slot fall to their death.

The game continues until one player reaches the summit or all players have fallen down the slopes.

THE SUBJECT

Ascent starts slowly, as players and at base camp to collect cards to prepare for the journey. So it's only half way through the game that things really start moving. The avalanche counter begins to rack up points, cards when running over and everyone tries and finds the colour code. Presentation of the game is excellent with strong saturated colours, attractive board, attractively-clad to hold with. And an essential purchase. Outplay it if you get the chance.



PSI

Paradigm Games, 2-7 players

You choose yourself as a real person, don't you? The kind of person who really doesn't care what they say about who? If so, you'll probably score over *PSI* (Psychology, Intuition, Intuition), a game which relies on nothing but your opinions of others. But simply, you're trying to guess people's identities by collecting things in objects.

Each player takes possession of one of the seven characters - those based on the seven deadly sins: pride, envy, pride, avarice, gluttony, lust and anger.

To keep off, players take a personality card from the "Mother Earth and Elements" which provides each with a character (Queen Victoria, Queen Elizabeth, John Brown or one of the other players or a friend you all know). Then all the other players take a personality card and ask a question.

For example, player one's card says "you are John Cleese". The other card asks "what kind of punctuation mark are you?". Player one's answer would probably be along the lines of "an exclamation mark". The sample idea follows:

through a section of the game until one player guesses the character correctly.

Points are awarded to the character card holder and the player who guessed correctly, depending on how quickly the identity is discovered. Scored points are translated into steps around the board and players move their counter. First past the finishing post is the winner.

But before the game concludes, the winner is subjected to a final round, asking other players *PSI* questions.

THE VERDICT

A lot of fun can be had with *PSI* - if you're playing with the right kind of people (ie, don't care what they say). It's a great theme to put across. Board Games and simple to play... though not everyone play well (as *Paragon* does).

Mighty interesting, and well packaged through putting together the game board in a game in itself. Highly recommended.





NEW LOW PRICE ST!



ST PRICE INCREASE

Due to a worldwide shortage of memory chips, prices of many computers have gone up. From April 1988, the Atari ST range is also likely to be affected. For details of any price increases, please contact the company below for your latest literature.

ONLY FROM SILICA

£260 +VAT=£299

SO MUCH FOR SO LITTLE!

There is nothing else on the market with the incredible value for money offered by the Atari ST. You only need a joystick, one disk drive, a monitor, keyboard and a mouse to have a powerful ST 16-bit computer system. It's very straightforward, yet it's packed with features. The ST2000 has a 6MHz 68000 processor, a 1MB RAM board, a 3.5" 320x200 pixel colour monitor, a 1.44MB 3.5" floppy disk drive, a 1.44MB hard disk, and comes with a built-in mouse unit. It plays in stereo and has a massive colour television set. The main difference is that instead of the hardware, all these are in massive software too. You can play with a 3D game, powerful and elegant word, spreadsheet programs and more family available in the UK. There are many other software titles available for a wide range of users and the list is growing all the time. And there's no better support than that of the highly trained and very friendly Silica team. Call 081 542 2222 or write to PRS, Silica Ltd, 100 Newgate Street, London EC1A 7BL. For a free brochure on the ST, call 081 542 2222. Price £260 (+VAT=£299).
ATARI 520ST-FM NOW ONLY £260 (+VAT=£299)

ATARI 1040ST-F - NEW PRICE

The 1040ST-F is the latest addition to the ST range. It features a 6MHz 68000 processor, a 1MB RAM board, a 3.5" 320x200 pixel colour monitor, a 1.44MB 3.5" floppy disk drive, a 1.44MB hard disk, and comes with a built-in mouse unit. It plays in stereo and has a massive colour television set. The main difference is that instead of the hardware, all these are in massive software too. You can play with a 3D game, powerful and elegant word, spreadsheet programs and more family available in the UK. There are many other software titles available for a wide range of users and the list is growing all the time. And there's no better support than that of the highly trained and very friendly Silica team. Call 081 542 2222 or write to PRS, Silica Ltd, 100 Newgate Street, London EC1A 7BL. For a free brochure on the ST, call 081 542 2222. Price £260 (+VAT=£299).
ATARI 520ST-FM NOW ONLY £260 (+VAT=£299)

ATARI

ST

To Silica Shop Ltd, Royal Exchange, 1st The Strand, Holloway Road, Islington, N1 8AE
PLEASE SEND ME FREE LITERATURE ON THE ATARI ST

Name/Title _____ Address _____

Address:

Postcode:

Telephone number _____
Fax number _____



DISCUP (UK) Ltd Order:

0171-300-9111

104 High Street, Holloway Road, Islington, N1 8AE, UK

LONDON

0171-300-9111, 0171-300-9129, 0171-300-9139

104 High Street, Holloway Road, London, N1 8AE, UK

London (UK) Ltd Order: 0171-300-9124 and 300-9126

TRIPPING THE LIGHT FANTASTIC

Big Brother & The Holding Company, Pink Floyd, The Grateful Dead, Lucy In The Sky With Diamonds – yes, Robin Caudy's put some flowers in his hair, tuned in, turned off, dropped a tab and got his act together with Jeff Minter's latest psychedelic experience – Trip-a-tron. Don't ya just love the 6ties?

You can't really blame Jeff Minter, but damn it, I think I feel anyway. The London Phenom-enon was once a place to go and sit with crooked neck and watch the heebies until Patrick Moore's breathlessly excited monologues.

Lord Jeff to the rescue.

But then, maybe it wasn't really Jeff's fault, perhaps his three-track States upbringing is the real cause – too much Pink Floyd and those druggy, consciousness-expanding trip shows they did.

You see, it all started some years ago on the Commodore 64 when Jeff Minter thought he could a weird form unique to the computer. The result was Psychedelic, the first light synthesiser. Everyone used it, but I didn't think what to do with it. Jeff showed us. He had the London Phenomenon and gave computer versions of their shows on its perfect screen.

We went on to develop the idea further with the Amiga 1000, allowing its greater range of colours to create more dazzling effects. And Commodore users took. An updated version – Colourbeam II no less – was promised, but failed to materialise.

The light synthesiser was Jeff Minter's last project, he says that Psychedelic was "the highlight of my

designing career", and was not about to be abandoned. A year's hard work has transformed the light synthesiser into its latest and greatest incarnation: Trip-a-tron.

But what exactly is a light synthesiser?

The nearest equivalent is a laser show, or the light shows found at some rock concerts, notably Pink Floyd of course. The screen is never static, consisting of an ever-changing sequence of colours and shapes generated in real-time by the operator. The system was designed to be part of an audiovisual experience. The light synthesiser is the visual component, while your favourite music provides the audio accompaniment.

Far out, man

Buyung in £299.95, Trip-a-tron comes in a double-deck package complete with detailed manual. On booting, you're presented with a panel of control buttons like those on the control panel of an old juke. These provide access to various screens. The parameters affecting colour, symmetry and motion can also be altered.

A good way to familiarise yourself with Trip-a-tron is to play around with the two demos included in the package.

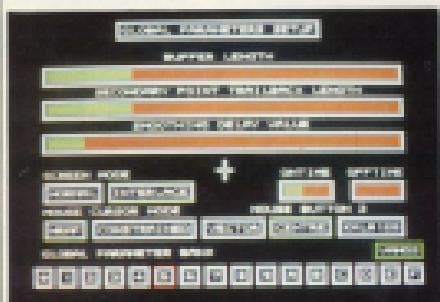


Composing the intricate trip-a-tron light dances Jeff names

"The screen is never static, a changing sequence of colours and shapes generated in real-time by the operator"

The first shows off pattern generation. Moving the mouse and pressing its left button moves and creates patterns on screen, while pressing keys on the keyboard move patterns according to the function assigned to the keys. These include shade effects, change of symmetry and change randomly to a new colour palette.

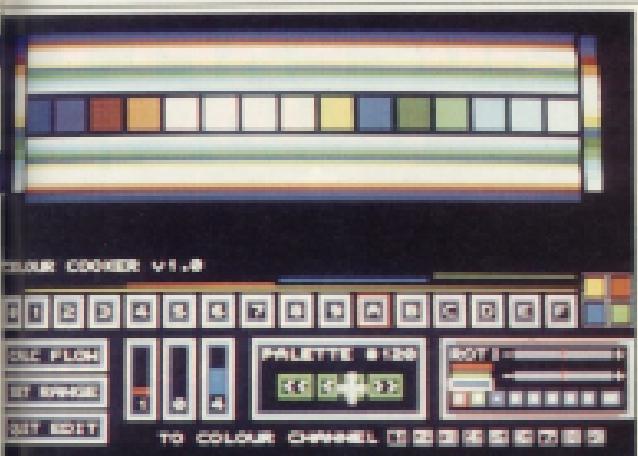
The second demo is the Starfield Laser Demo, which operates in precisely the same manner as the first,



Adjust mouse control/options and pattern parameters with the global on-screen control



This screen allows the setting of/or symmetry on the main play routine



Using the colour palette you can define any of 256 available patterns, settings to their rotation ranges and place them according to PALI address numbers.

but includes various laser and star field effects.

It's from the control palette that you can customise Trop-a-tron to suit your own needs. Most important of the icons is the Key Macro Language (PALI) icon. It takes you to the very core of Trop-a-tron. Scanning effects can be achieved by altering the various parameters available from the edit menus, but this is a bit boring since normally it's desirable to alter certain effects actually during a performance when you can't really break off to get into the program.

PALI, in fact, is a programming language. It can be used to assign commands or a string of commands to a particular key. As a language, it's very

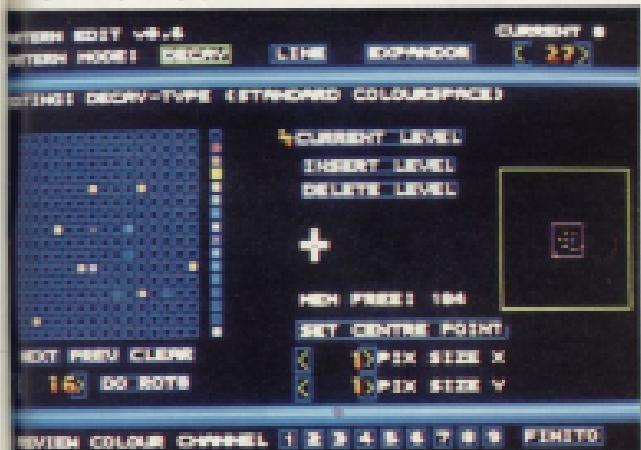
simple. All commands consist of a single keyword which can be abbreviated to the first three letters of the word, sometimes followed by a number of parameters separated by commas. These pay no detailed programming structures to be learnt.

Control of the program is limited to simple loops or conditional branches. All the commands are explained in detail with examples to show how they perform. Trop-a-tron can store a possible 100 programs in memory while running up to eight programs at once.

If you've got 1Mbyte or more of RAM, you can use the internal 8-track sequencer. This is used to initiate commands, or sequences of com-

"Psychedelia was the high point of my designing career..."

Jeff Minter



The pattern model will allow you to choose between 'collage', 'line' and 'expander'.

mands, automatically at the correct moment. You define the sequence in which PALI programs are to be executed, and the program does the rest for you.

Another portion of the program which requires at least 1Mbyte of RAM is the Video Response. This allows Accelerated Graphic File or PALI files to be loaded. PALI (Program Length) and palette files are generated by Trop-a-tron, compressing data to take less disk space when saved than equivalent Macintosh or Digital files. Once in memory they can be subjected to a variety of transformations including rotation in three dimensions, scaling and pixelation. The program caters for single frame or entire animations.

Trop-a-tron can also be linked up to MIDI equipment, and via Ethernet, can send certain menu effects. Through the MIDI interface is very basic, it may be expanded in future updates.

Light fantastic

Light-tron is an impressive program which does achieve what it sets out to do - creating graphic design effects. It's all been composed and designed, but the manual requires the user to be sufficiently bright to satisfy any fears. And this is where talking to you, as the manual is buried with its particular (possibly?) unusual humour (the data include a small IEEE acronym programme suddenly called 'light-tron') which doesn't fit with the otherwise advanced nature of the manual.

In its present form, Light-tron's best use is for generating graphic effects and music and mapping them into video. But anyone interested in using the program commercially may be interested in a piece of hardware which links up the first ET synthesiser to the computer output on a single screen. The synthesiser can link any of the channels up or down. It provides FMG synthesis outputs and a separate monitor channel so that any channel can be programmed before being fed into the mix. We're assured by Lissmann that the end effect is amazing - easy to believe when you consider that the display could support up to 80 colours simultaneously.

Lissmann are also looking into the possibility of building a high-quality composite video output and a controller into the hardware. This would really open up possibilities. Your合成器 (synthesiser) software could be combined with music and pre-recorded footage to produce stunning video effects.

Light-tron is unlikely to attract many numbers. It is a very specialist product. And unless you're prepared to take time and explore its possibilities thoroughly, it soon becomes boring. But if you're the sort of person who is a big fan of laser shows like those shown at the Planetarium, chances are you will get much enjoyment out of this unproduced.

Light-tron, Lissmann, £149.95 for Amstrad ST. If you already own the ST version of CollageSpace, you get a £10 discount on returning the CollageSpace disk. Future Trop-a-tron updates will be available as download for a 'rental' sum. Lissmann is at 48 Mount Pleasant, Teddington, Middlesex TW10 6AA. Tel: 081/566 4476.

SUPERFLY GLIDER!

Win a classy Pilot's Watch, Starglider II and T-Shirts from RAINBIRD!

Starglider II is a futuristic and unique flight simulator software designed for the Amiga 1000. It features a highly detailed 3D cockpit with a choice of three aircraft: the Boeing 747, the McDonnell Douglas DC-10 and the F/A-18 Hornet. The software includes a comprehensive flight manual, a flight plan editor, a weather forecast and a flight log. It also features a built-in autopilot system and a variety of flight modes, including a "pilot's eye view" mode.

The Starglider II software is designed for those who enjoy flying and exploring the Rainbird system. Whether you're looking for a challenging experience or just want to have fun, Starglider II is the perfect way to do it.

The Starglider II software is available at most computer stores and online retailers. It's a great way to explore the Rainbird system and discover all the fun and excitement it has to offer.

For more information about Starglider II, visit our website at www.rainbird.com/starglider. You can also call us at 1-800-RAINBIRD or write to us at P.O. Box 12345, Rainbird, Inc., 12345 Rainbird Lane, Suite 100, San Jose, CA 95128.

Remember, Starglider II is the best way to explore the Rainbird system. So why not give it a try? You won't be disappointed.

Starglider II is a registered trademark of Rainbird, Inc.

Rainbird, Inc. is a privately held company located in San Jose, California. Rainbird is a registered trademark of Rainbird, Inc. All other trademarks and service marks are the property of their respective owners.

© 1991 Rainbird, Inc. All rights reserved. Rainbird, Inc. is a registered trademark of Rainbird, Inc.

Starglider II is a registered trademark of Rainbird, Inc. Rainbird, Inc. is a registered trademark of Rainbird, Inc. All other trademarks and service marks are the property of their respective owners.

- (1) The _____ of Starglider II was implemented ...
- (2) ... mixed yesterday because a _____ system of controls ...
- (3) ... guarded by the temperature-hated robot ...
- (4) ... break software sales ...
- (5) ... have become ...
- (6) ... remain active in ... and may be ...

The word made up from the initial letters is: _____
And features in Starglider II are:

Name: _____

Address: _____

Postcode: _____

Computer owned: Amstrad ST Amiga



The GAMES machine

COMPUTER & ELECTRONIC ENTERTAINMENT

SHOPPING

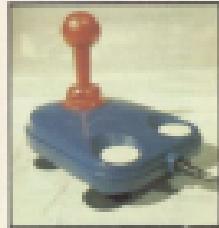


JOYSTICKS & JOY-BOARDS

These super control console joysticks come with a host of powerful features. The joystick is made from machined aluminium and has two games packed, along with the built-in memory, designed for the Amiga and A500. The joystick also has a built-in trackball, two ultra-sensitive trigger buttons, three button programming and a built-in keypad. Price £129.99. Available from Computer World, 0181 831 2222, or from the computer section of your local store.



JOYSTICK PROFESSIONAL
A high-quality, ergonomically designed and user-friendly professional joystick from the advanced engineering design department.
JOYSTICK PROFESSIONAL
PRICE £129.99. TEL: 0181 831 2222



JOYSTICK PROFESSIONAL AUTO-
A high-quality, ergonomically designed and user-friendly professional joystick from the advanced engineering design department.
JOYSTICK PROFESSIONAL AUTO-
PRICE £129.99. TEL: 0181 831 2222

POWERPLAY CONTROLLER
An electronic joystick featuring memory switch, directional buttons and fire button. A unique variable tension control allows you to adjust the tension to suit your needs. A solid state electronic system with a built-in self-test function and a built-in microprocessor to detect faults.
POWERPLAY CONTROLLER
PRICE £129.99. TEL: 0181 831 2222

JOYSTICK COMPATIBILITY PACK
This compatibility pack converts most PCs for joystick control. It also adds a further 16 buttons to the standard joystick and connects directly to the computer. Price £49.99. TEL: 0181 831 2222



JOYSTICK & COMPUTER GAME CONTROLLER
A joystick solution with one difference. This compatibility pack converts most PCs for joystick control. It also adds a further 16 buttons to the standard joystick and connects directly to the computer. Price £49.99. TEL: 0181 831 2222



JOYSTICK ADAPTER
Finally, standard CPC owners have a choice of compatibility pack. An adapter connects directly to the CPC 664, 6128 and 1600 computers for joystick compatibility.
JOYSTICK ADAPTER
PRICE £29.99. TEL: 0181 831 2222



CD-ROM
Your favourite image from video games has now been turned into a new CD-ROM solution with one difference. This compatibility pack converts most PCs for joystick control. It also adds a further 16 buttons to the standard joystick and connects directly to the computer. Price £49.99. TEL: 0181 831 2222



JOYSTICK - JOYPAD

This is an excellent replacement for a joystick. It has a built-in trackball and a joystick which can be used individually or together. It can be recorded on the video screen for use in games. Available from Computer World, 0181 831 2222.

SPECIAL OFFER

[FREE CRL GAME](#)

Paul Burrey, we're giving away a limited number of top 640 games to the first hundred thousand customers who purchase a piece of software with us using this issue's mail order section. If you're hooked, you may get ACADEMY, ADVENTURE, INTERNATIONAL, ROCK-OF-AGE, LOAD-UP, MIDNIGHT, CHAOS, BURSTFIELD, TAU GET!, WOLFRUM or 40 GAMERSLAYER! All we'll guarantee is that the game will be suitable for your computer, so make sure you don't forget to specify in the order exactly what equipment (computer/hardware) you have. Now, stop reading these pixels won't last long . . .



RECOMMENDED SOFTWARE

PUZZLED???

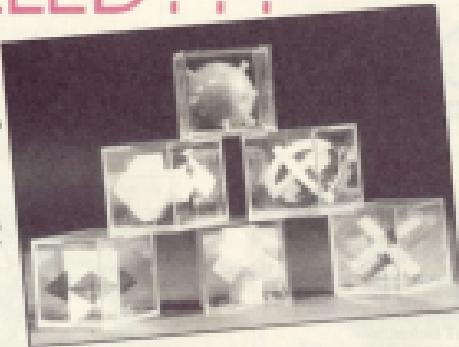
PUZZLED????

Not yet, but if you wait, more orders exceed 25.00, you will get free an amazing, intriguing, Why Did It Ever Take Me To Phoenix? 3D MIND PUZZLE.

It's dazzlingly dazzling, it's tall, and you'll love it...

check especially on the smaller items which puzzle types you prefer and you'll be in your way to being puzzled.

- 1) ASTRO PUZZLE
- 2) SATELLITE
- 3) SATELLITE PUZZLE
- 4) TRICK STAR
- 5) TRIPLE KNOT



ASTRO PUZZLE

ASTRO PUZZLE, 15.00

ASTRO PUZZLE, 20.00

ASTRO PUZZLE, 25.00

ASTRO PUZZLE, 30.00

ASTRO PUZZLE, 35.00

ASTRO PUZZLE, 40.00

ASTRO PUZZLE, 45.00

ASTRO PUZZLE, 50.00

ASTRO PUZZLE, 55.00

ASTRO PUZZLE, 60.00

ASTRO PUZZLE, 65.00

ASTRO PUZZLE, 70.00

ASTRO PUZZLE, 75.00

ASTRO PUZZLE, 80.00

ASTRO PUZZLE, 85.00

ASTRO PUZZLE, 90.00

ASTRO PUZZLE, 95.00

ASTRO PUZZLE, 100.00

ASTRO PUZZLE, 105.00

ASTRO PUZZLE, 110.00

ASTRO PUZZLE, 115.00

ASTRO PUZZLE, 120.00

ASTRO PUZZLE, 125.00

ASTRO PUZZLE, 130.00

ASTRO PUZZLE, 135.00

ASTRO PUZZLE, 140.00

ASTRO PUZZLE, 145.00

ASTRO PUZZLE, 150.00

ASTRO PUZZLE, 155.00

ASTRO PUZZLE, 160.00

ASTRO PUZZLE, 165.00

ASTRO PUZZLE, 170.00

ASTRO PUZZLE, 175.00

ASTRO PUZZLE, 180.00

ASTRO PUZZLE, 185.00

ASTRO PUZZLE, 190.00

ASTRO PUZZLE, 195.00

ASTRO PUZZLE, 200.00

ASTRO PUZZLE, 205.00

ASTRO PUZZLE, 210.00

ASTRO PUZZLE, 215.00

ASTRO PUZZLE, 220.00

ASTRO PUZZLE, 225.00

ASTRO PUZZLE, 230.00

ASTRO PUZZLE, 235.00

ASTRO PUZZLE, 240.00

ASTRO PUZZLE, 245.00

ASTRO PUZZLE, 250.00

ASTRO PUZZLE, 255.00

ASTRO PUZZLE, 260.00

ASTRO PUZZLE, 265.00

ASTRO PUZZLE, 270.00

ASTRO PUZZLE, 275.00

ASTRO PUZZLE, 280.00

ASTRO PUZZLE, 285.00

ASTRO PUZZLE, 290.00

ASTRO PUZZLE, 295.00

ASTRO PUZZLE, 300.00

ASTRO PUZZLE, 305.00

ASTRO PUZZLE, 310.00

ASTRO PUZZLE, 315.00

ASTRO PUZZLE, 320.00

ASTRO PUZZLE, 325.00

ASTRO PUZZLE, 330.00

ASTRO PUZZLE, 335.00

ASTRO PUZZLE, 340.00

ASTRO PUZZLE, 345.00

ASTRO PUZZLE, 350.00

ASTRO PUZZLE, 355.00

ASTRO PUZZLE, 360.00

ASTRO PUZZLE, 365.00

ASTRO PUZZLE, 370.00

ASTRO PUZZLE, 375.00

ASTRO PUZZLE, 380.00

ASTRO PUZZLE, 385.00

ASTRO PUZZLE, 390.00

ASTRO PUZZLE, 395.00

ASTRO PUZZLE, 400.00

ASTRO PUZZLE, 405.00

ASTRO PUZZLE, 410.00

ASTRO PUZZLE, 415.00

ASTRO PUZZLE, 420.00

ASTRO PUZZLE, 425.00

ASTRO PUZZLE, 430.00

ASTRO PUZZLE, 435.00

ASTRO PUZZLE, 440.00

ASTRO PUZZLE, 445.00

ASTRO PUZZLE, 450.00

ASTRO PUZZLE, 455.00

ASTRO PUZZLE, 460.00

ASTRO PUZZLE, 465.00

ASTRO PUZZLE, 470.00

ASTRO PUZZLE, 475.00

ASTRO PUZZLE, 480.00

ASTRO PUZZLE, 485.00

ASTRO PUZZLE, 490.00

ASTRO PUZZLE, 495.00

ASTRO PUZZLE, 500.00

ASTRO PUZZLE, 505.00

ASTRO PUZZLE, 510.00

ASTRO PUZZLE, 515.00

ASTRO PUZZLE, 520.00

ASTRO PUZZLE, 525.00

ASTRO PUZZLE, 530.00

ASTRO PUZZLE, 535.00

ASTRO PUZZLE, 540.00

ASTRO PUZZLE, 545.00

ASTRO PUZZLE, 550.00

ASTRO PUZZLE, 555.00

ASTRO PUZZLE, 560.00

ASTRO PUZZLE, 565.00

ASTRO PUZZLE, 570.00

ASTRO PUZZLE, 575.00

ASTRO PUZZLE, 580.00

ASTRO PUZZLE, 585.00

ASTRO PUZZLE, 590.00

ASTRO PUZZLE, 595.00

ASTRO PUZZLE, 600.00

ASTRO PUZZLE, 605.00

ASTRO PUZZLE, 610.00

ASTRO PUZZLE, 615.00

ASTRO PUZZLE, 620.00

ASTRO PUZZLE, 625.00

ASTRO PUZZLE, 630.00

ASTRO PUZZLE, 635.00

ASTRO PUZZLE, 640.00

ASTRO PUZZLE, 645.00

ASTRO PUZZLE, 650.00

ASTRO PUZZLE, 655.00

ASTRO PUZZLE, 660.00

ASTRO PUZZLE, 665.00

ASTRO PUZZLE, 670.00

ASTRO PUZZLE, 675.00

ASTRO PUZZLE, 680.00

ASTRO PUZZLE, 685.00

ASTRO PUZZLE, 690.00

ASTRO PUZZLE, 695.00

ASTRO PUZZLE, 700.00

ASTRO PUZZLE, 705.00

ASTRO PUZZLE, 710.00

ASTRO PUZZLE, 715.00

ASTRO PUZZLE, 720.00

ASTRO PUZZLE, 725.00

ASTRO PUZZLE, 730.00

ASTRO PUZZLE, 735.00

ASTRO PUZZLE, 740.00

ASTRO PUZZLE, 745.00

ASTRO PUZZLE, 750.00

ASTRO PUZZLE, 755.00

ASTRO PUZZLE, 760.00

ASTRO PUZZLE, 765.00

ASTRO PUZZLE, 770.00

ASTRO PUZZLE, 775.00

ASTRO PUZZLE, 780.00

ASTRO PUZZLE, 785.00

ASTRO PUZZLE, 790.00

ASTRO PUZZLE, 795.00

ASTRO PUZZLE, 800.00

ASTRO PUZZLE, 805.00

ASTRO PUZZLE, 810.00

ASTRO PUZZLE, 815.00

ASTRO PUZZLE, 820.00

ASTRO PUZZLE, 825.00

ASTRO PUZZLE, 830.00

ASTRO PUZZLE, 835.00

ASTRO PUZZLE, 840.00

ASTRO PUZZLE, 845.00

ASTRO PUZZLE, 850.00

ASTRO PUZZLE, 855.00

ASTRO PUZZLE, 860.00

ASTRO PUZZLE, 865.00

ASTRO PUZZLE, 870.00

ASTRO PUZZLE, 875.00

ASTRO PUZZLE, 880.00

ASTRO PUZZLE, 885.00

ASTRO PUZZLE, 890.00

ASTRO PUZZLE, 895.00

ASTRO PUZZLE, 900.00

ASTRO PUZZLE, 905.00

ASTRO PUZZLE, 910.00

ASTRO PUZZLE, 915.00

ASTRO PUZZLE, 920.00

ASTRO PUZZLE, 925.00

ASTRO PUZZLE, 930.00

ASTRO PUZZLE, 935.00

ASTRO PUZZLE, 940.00

ASTRO PUZZLE, 945.00

ASTRO PUZZLE, 950.00

ASTRO PUZZLE, 955.00

ASTRO PUZZLE, 960.00

ASTRO PUZZLE, 965.00

ASTRO PUZZLE, 970.00

ASTRO PUZZLE, 975.00

ASTRO PUZZLE, 980.00

ASTRO PUZZLE, 985.00

ASTRO PUZZLE, 990.00

ASTRO PUZZLE, 995.00

ASTRO PUZZLE, 1000.00

ASTRO PUZZLE, 1005.00

ASTRO PUZZLE, 1010.00

ASTRO PUZZLE, 1015.00

ASTRO PUZZLE, 1020.00

ASTRO PUZZLE, 1025.00

ASTRO PUZZLE, 1030.00

ASTRO PUZZLE, 1035.00

ASTRO PUZZLE, 1040.00

ASTRO PUZZLE, 1045.00

ASTRO PUZZLE, 1050.00

ASTRO PUZZLE, 1055.00

ASTRO PUZZLE, 1060.00

ASTRO PUZZLE, 1065.00

ASTRO PUZZLE, 1070.00

ASTRO PUZZLE, 1075.00

ASTRO PUZZLE, 1080.00

ASTRO PUZZLE, 1085.00

ASTRO PUZZLE, 1090.00

ASTRO PUZZLE, 1095.00

ASTRO PUZZLE, 1100.00

ASTRO PUZZLE, 1105.00

ASTRO PUZZLE, 1110.00

ASTRO PUZZLE, 1115.00

ASTRO PUZZLE, 1120.00

ASTRO PUZZLE, 1125.00

ASTRO PUZZLE, 1130.00

ASTRO PUZZLE, 1135.00

ASTRO PUZZLE, 1140.00

ASTRO PUZZLE, 1145.00

ASTRO PUZZLE, 1150.00

ASTRO PUZZLE, 1155.00

ASTRO PUZZLE, 1160.00

ASTRO PUZZLE, 1165.00

ASTRO PUZZLE, 1170.00

ASTRO PUZZLE, 1175.00

ASTRO PUZZLE, 1180.00

ASTRO PUZZLE, 1185.00

ASTRO PUZZLE, 1190.00

ASTRO PUZZLE, 1195.00

ASTRO PUZZLE, 1200.00

ASTRO PUZZLE, 1205.00

ASTRO PUZZLE, 1210.00

ASTRO PUZZLE, 1215.00

ASTRO PUZZLE, 1220.00

ASTRO PUZZLE, 1225.00

ASTRO PUZZLE, 1230.00

ASTRO PUZZLE, 1235.00

ASTRO PUZZLE, 1240.00

ASTRO PUZZLE, 1245.00

ASTRO PUZZLE, 1250.00

ASTRO PUZZLE, 1255.00

<p

SUBS OFFER A MULTIFORMAT TICKET TO SOFTWARE BLISS

You just look at this offer and clean E10
note! Does it give you a warm and happy
feeling? If yes, you're a potential sub-
scriber to TDM, because with quarterly
subscriptions (or ~~quarterly~~ biannual) you are
offering you a **MULTIFORMAT** ticket to
software bazaar. Subscribers now and
will be entitled to a **MULTIFORMAT E10
VOUCHER** redeemable against any soft-
ware mail order purchases using our
normal mail order coupon. You will still
be entitled to make use of our regular
software discount offers, but instead of
paying with hard cash, you will send in
your **MULTIFORMAT VOUCHER** (Yes, you
may top up the order amount with a
cheque, postal order or eurocheque and so,
you will have to pay a postage fee to E10
worth or more of postage to be able to
make use of the voucher).

0%, and by the way, if the crisp and clean £10 note doesn't create any happy and happy feelings, go and see your doctor, or better still, send one of the £10 notes you have. We'll find a better owner ...

£10 VOUCHER

BACKISSUES BACKISSUES BACKISSUES
BACKISSUES BACKISSUES BACKISSUES
BACKISSUES BACKISSUES BACKISSUES

BACK NUMBERS

万叶集

Journalism—The Lower Tier: Organizational Communication Components in the National TV Newsrooms. In the presentation system of Marshall P. Sparer, chapter 27 from *Introducing Mass Media Communication*. New York: McGraw-Hill, 1980. Used with permission of the author.

— 1 —

*Revised copyright 1986 by the University of Minnesota Press
Library Binding by University Press
Cover Design: Michael F. Johnson
Typesetting and Composition: University Press
of Minnesota
Printed in the United States of America*

— 1 —

Com-Dig Communications 1992-1993 - A year of tremendous challenges. Com-Dig continues to demonstrate its commitment to customer service with the introduction of new products and services. Com-Dig's continued success is based on our commitment to our customers and our employees. We are grateful for their support and dedication.

四十一

Other regions - Majority of provinces report some sort of forest decline based primarily on tree mortality, regeneration problems, or declining output of timber. Impacts most often cited include loss of habitat and/or reduced biodiversity. Some forest decline may also be related to climate change.

Trichoptera

The government's strict budget rules could also reduce the "fog over fiscal policy," according to James A. Hartman, managing director of the Hartman Group. "There is a sense of uncertainty about what the government will do with its budget," he says.

三

British Bookman — Author's
"Terrorism and Responsibility" (1968)
contains his account of terrorism.
Introducing it, he writes: "I have
been asked to write something about
terrorism, with particular regard to
the recent events in Northern Ireland.
I have done so, but I have also written
about it in my book 'Terrorism and
Responsibility' which has just
been published."



www.ijerpi.org



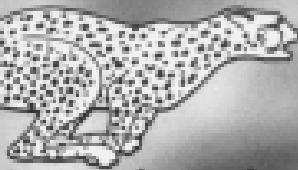
卷之三

The Masters - The Masters
Gathering Masters and their families
and their - Masters Page and his
sons have been invited to
the Masters' Banquet at our hotel.

- Germany: Siegen, Bochum,
Düsseldorf, Bonn, Cologne,
Münster, Hanover, Bremen,
Berlin, Stuttgart, Frankfurt, Munich,
Augsburg, Ingolstadt, Ulm, Nuremberg,
Würzburg, Salzburg, Linz, Vienna,
Graz, Klagenfurt, Innsbruck, Salzburg,
Linz, Vienna, Graz, Klagenfurt.

Cheetah

JOYSTICKS



Probably the best Joysticks in the world

STARFIGHTER

- HIGHLY SENSITIVE LIGHT TOUCH MICROSWITCHES
- UNIQUE ERGONOMICALLY DESIGNED CONTROL HANDLE
- INDESTRUCTIBLE METAL SHAFT
- SELECTOR CONNECTOR
- PUSH FIRE BUTTONS

\$14.95

MACH 1 ▶

- HIGHLY SENSITIVE LIGHT TOUCH MICROSWITCHES
- ERGONOMICALLY DESIGNED CONTROL HANDLE
- INDESTRUCTIBLE METAL SHAFT
- PUSH FIRE BUTTONS

\$10.95

125 SPECIAL ▶

- FOUR INDEPENDENTLY CONTROLLABLE FIRE BUTTONS
- UNIQUE DOUBLE FUNCTION ERGONOMICALLY DESIGNED CONTROL HANDLE
- BUILT IN AUTO FIRE
- MOST INNOVATIVE DEVELOPMENT EVER IN JOYSTICK TECHNOLOGY
- ALSO FUNCTIONS AS STANDARD TYPE JOYSTICK
- SPECIAL FUNCTION REQUIRES DUAL JOYSTICK PORTS

\$12.99

125+ ▶

- THE U.K.'S TOP SELLING JOYSTICK
- FOUR HIGHLY SENSITIVE FIRE BUTTONS
- ERGONOMICALLY DESIGNED CONTROL HANDLE
- BUILT IN AUTO FIRE
- SELECTOR CONNECTOR

\$8.95

CHALLENGER ▶

- TWO HIGHLY SENSITIVE FIRE BUTTONS
- ERGONOMICALLY DESIGNED CONTROL HANDLE

\$4.95

In addition to all of the above, all Cheetah joysticks also incorporate the following unique features: • 12 month warranty • Automatic centering • High impact robust body • Heavy duty base with strong stabilizing suction cups • Light directional control, designed for use on flat tables or in hand operation.

Joysticks with push in selector connectors will connect straight into Sinclair Spectrum +3, +3D, +3R, +3D+, +3R+, +3DZ, Amstrad CPC 464, 6128, 664, 666, Video Games Machines - Series Avantgarde Amstrad PC, (Subject to portwise compatibility), Cheetah joystick interface (number 1 joystick for PC's). The PC Powerplay is compatible with the full range of PC's, the Amstrad PC, the 15 and other PC compatibles when playing games written in monologue style format. If a feature includes a semi ergonomically designed nose, it also has sensitivity controls. • These light touch fire buttons • Automatic return to centre • High quality performances • Metal shaft • High directional control • 12 month warranty only \$8.95. An analogue joystick requires a games card - the Cheetah Dual Port joystick interface Adaptor Card acts as the interface between the computer and the games card at only \$24.95.

All joysticks in the Cheetah range (including the above) are compatible with the following: Sinclair ZX Spectrum/Maestro/1000 (joystick interface sold separately); Commodore - C64 + VIC 20; Commodore C16 & Plus 4 (adapter sold separately); Amstrad CPC range; Acorn home computers - Atom 2600 & 5000; Video Games Machines - Series Avantgarde Amstrad PC, (Subject to portwise compatibility); Cheetah joystick interface (number 1 joystick for PC's). The PC Powerplay is compatible with the full range of PC's, the Amstrad PC, the 15 and other PC compatibles when playing games written in monologue style format. If a feature includes a semi ergonomically designed nose, it also has sensitivity controls. • These light touch fire buttons • Automatic return to centre • High quality performances • Metal shaft • High directional control • 12 month warranty only \$8.95. An analogue joystick requires a games card - the Cheetah Dual Port joystick interface Adaptor Card acts as the interface between the computer and the games card at only \$24.95.

Cheetah



CHEETAH MANUFACTURING LTD.

Hawthorn House, Hawthorn Road,
Knaresborough, North Yorkshire HG5 2AB, UK.
Telephone: 0467 826655
Telex: 441605 Fax: 0467 826655

Please enclose £1.00 postage and enclosing
envelope (max. 10 pence). Please add 10%
for delivery outside the United Kingdom.
Cheetah products are distributed throughout
the world by agents or distributorships.
Please direct all correspondence to:
Cheetah Manufacturing Ltd., Hawthorn Road,
Knaresborough, North Yorkshire HG5 2AB, UK.
Telephone: 0467 826655 Fax: 0467 826655

Information and prices are subject to change without notice.

POSTE HASTE

THE GAMES MACHINE's regular

Play By Mail column

As the soccer season draws ever closer GAD Games seems to have the perfect PBM ready . . .

SOCER SUPREMO'S GAMING

Players take the part of football club managers, responsible for the football team, money and many of the more immediate tactical decisions. Once taken part in a league made up of four divisions with 16 clubs in total. The first thing to do is name your club and choose where it's placed - decide on nationality and actually design your team.

Designing a team requires choosing the positions of your 15 team members (later increased to 21) from the four or other goal-keeper, defender, midfielder and attacker. After that you distribute 45 points among them to determine their strength, points being the highest, and the lowest. On the whole ratings are importance related, so highly rated players tend to be chosen with consequent injury factors. A similar process of selection is soon followed for the club's youth team.

Next, determine your club's financial status by adding the contribution of your own - £100,000 plus the amount given by the sponsor you choose. Resources range from being able to enter competing tournaments with no much money, to being forced to bankrolling and offering short term rewards but lots of money. They also vary in their expectations of how high the club should finish in the leagues.

Given your financial status you can then decide how many teams to add to your football ground at £10 per team. Remember to take money for paying the team's wages though! Once all this is done the season can begin.

To every season . . .

Seasons last for 20 game weeks, with winners determined at the end. From the top three teams in each division (including the First) are promoted and the bottom three relegated. The Fourth relegated after which joins the next season's league.

Like the game before it, this edition includes 20 league matches, paying the winner 15 points. At the bottom, once a team has won their series in addition

there are two cup games, the League and Double (Premier Cup), plus five extra 100 International matches. The managers of national sides are assisted by young Youth managers whose senior career depends on being, while a club can play a friendly or not.

For each match the manager should name who is going to be in the team, and when will he let his penalty taker and replace together with a substitute.

Then the aggression factor of each pair of the team-meeting fixed in. You may be helped in your decisions by saying on another club it's possible to leave other players in certain positions, powers of a say rating or even the club's financial situation.

This might also be useful for transfer deals, where you offer a certain amount to a player's club manager. Alternatively you can sell or swap players. You may also choose to play for 10 years team bonus, bonus added, extra points or dividends added, all four.

Soccer Express offers an unusual subject for a PBM game and there is very interesting. Credits come back, and depending on what stage you're at in the game and your position within it, bonus could between £500 and £1,200 for winning tournaments. The bonuses are from THE GAMES MACHINE with the last but not least costing £3. If you need a PBM, however, then it's just £2.

The address is: Monte Carlo House, Royal Crescent, BS2 2JL, UK, code 4424.

IT'S STILL A CRIME

On the letters front advice continues to pour in for PBM's 'It's A Crime' (March). Some of Canterbury, Kent is among the most asked.

To maintain game positions, he undertakes surveillance. Once a player has got in all losses, hopefully by turn 15-18, he should then split his gang (leaving another credits per turn - £3.00) in an attempt to win.

As for gang warfare it does take place and is quite rough, so my guess the first gang to attack I expect out, but then Paul is ally myself with two other gangs to play them off against eachother.

Similarly, you become Mob Boss if you are lucky and good enough. This will be to get 50 businesses sponsored by gangs, however, in my experience is rather impossible because 1) by then time at your side will the attacking ones, wouldn't you? back then just drop out, increasing your chance to win due to 10% chance on random gangs joining your gang. Incredibly Mob Boss costs an extra £5 per turn.

Here are some hints that I know of:

- 1) Expand as soon as possible, don't worry about robbery.
- 2) Use drugs early in large quantities higher stats give a greater chance of success.

3) To get cash early on, Postworth Industrial or Properties sites.

4) Later on a place named, eg seven or eight entrances on one point. You will gain lots of Notoriety and possibly larger scale groups of illegal activities.

5) Buy shotguns and Machine Guns, early on while they are still available.

6) For Mob Bosses are the databases, 15,000 dollars, 50 machine guns, 25 guns and lots more shotguns, drugs, etc.

As for the Mob Bosses - only Mob Attack or their original game attract them.

It is Gang Warfare try P1 (first, under) and P1 (second) on exactly half.

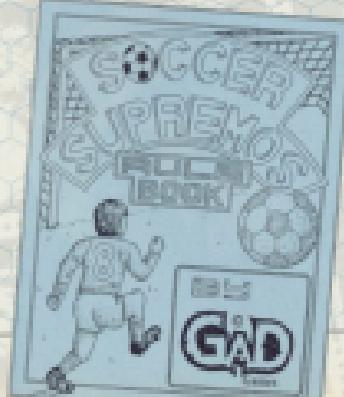
Phil Oxford of Wiltshire, Essex has written in to recommend a game just by a friend of his:

I've just started playing the fifth game of The Instructions (the first of the Prentiss-Brake Games). I think the link I obtained was in Game 1 of Computer. It's a very interesting game and has the added attraction of a fun helping game to earn some extra cash (not available, it only costs £1 alone) - cheaper than some action games, such as Top's Action. Perhaps you could review it? The address is: Oracle Games, 747 Chipping Wood Street, Finchley, NW3 6PA.

We're certainly interested in reviewing such an interestingly linked game, perhaps next month if we have the time and space. Or perhaps a reader already playing it might like to send in an article.

Reading National dimensions will start definitely review a PBM you can play in. After P1, Instructions continue as a 2.5" disk that's produced by removing the program and saving your moves when you're connected. If you don't want to use TEAM version, contact Arachnid at Allsorts College, Luton, Bedfordshire, MK1 1AL. Times cost £1.20 each, including postage and fees.

Our address remains POSTE HASTE, THE GAMES MACHINE, PO Box 10, London, W1P 9EE. News, reviews and general comments are extremely welcome and the most interesting will get a prize.



Mankind discovers the stars

TRAVELLER 2300

Roleplaying Game

Games Workshop, £12.95

The year is 2300 AD, and on 50 worlds the colonisation planet Earth struggles against inhospitable environments, dangerous native life-forms and hostile aliens. Devastated by global war at the end of the 20th century, mankind gradually recovered its devastated world. By the middle of the 23rd century a working starship propulsion system had been developed, and explorers began to spread among the nearby star-systems. Although some lessons were learned from the catastrophes of war, the nations of Earth remained divided, and there were many peasant struggles, ranging from local skirmishes to full-blown wars.

Apart from internal strife, humanity is beginning to be threatened from the outside. The Habsburg colony is attacking a war fleet of the mercantile alien Karians. It is against this background that players of Traveller 2300 start their adventures.

Gameplay. Workshop made their name with the original Traveller system, the first successful RPG to escape from the world of fantasy, developing into a science-fiction setting full of science, strange new worlds, aliens and new civilisations. Traveller 2300 was (surprisingly) successful and is still widely played, mostly beyond the UK. Traveller 2300 has little in common with GDW's earlier game, for the core system and setting are completely new.

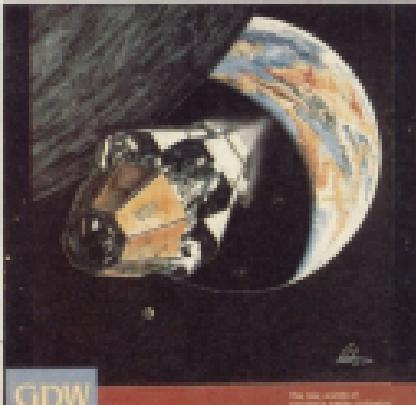
Rather than the grand, high-tech, far-future universe of the older game, Traveller 2300 consists players in a world where technological and cultural changes have not been as great as to allow the second recognition of what we've used to today.

GDW have been expanding throughout in developing the background for their game. The latest add itself contains plenty of information to get new players started. There are lists of all the settled worlds, and an atlas map of all the planets within 50 light years of the Sun. Also a detailed history of the last three centuries and lists of famous weapons and other equipment.

More detail is available in the form of growing numbers of supplements, including one-million adventures and background material. Perhaps the most immediately useful of these is the Cultural Atlas (£1.95), which provides a brief description of the



Exploring the universe with a very primitive culture



CDW

names, starship and space combat rules, together with systems for generating non-player character personalities, random - but realistic - solar systems, and for handling encounters between adventurers and the local animal life.

On examining through the rules you could be forgiven for thinking that the designers have left out a location. The skill resolution system leaves us very six pages. Clearly incomplete.

GDW have opted for a skill system quite unlike that of any earlier game. All cost 1 point. By player characters, be it operations such as programming a computer, repairing a machine, or combat actions built as wrestling with an opponent or trapping a kaiju, is resolved through the concept of Taxis.

A Tax is a single player action, and is given a task is rated for difficulty. Nine bases plus any special considerations (such as a Hazardous task which has extra penalties for failure). All these factors are combined to determine difficulty numbers and the like, which make the action until the referee has had a fair amount of practice with the system.

Admittedly the pre-written adventure supplements do provide their own Tax descriptions of the relevant points, which serve as useful guidelines, but referees trying to finesse one with just the basic set without difficulties. The situation could have been improved drastically with a few more examples and a better introductory scenario. The one included with the set - the "Mason's Shadow" - is sketchy in the extreme.

In summary, GDW have produced an excellent and exhilarating universe for near-future star-hopping adventures. With the core rule supplement available, the Traveller 2300 world is as well-defined and as much fun as any you can play. But its base system is something of a let-down.

The system is unbalanced in that it lays much of the burden of deciding the effects of various abilities or the bonuses, without really providing sufficient examples or guidelines. Nevertheless, the wealth of detail and the appeal of the setting make it worth a look to experienced roleplayers who don't mind putting in a little effort to flesh out the rule system.

FEAR

THE WORLD OF FANTASY AND HORROR

£2.50

JAMES HERBERT

Haunted by success

STEPHEN KING

In search
of the Dark Tower

DEAN R KOONTZ

Exclusive interview with
the master of
macabre fiction

CLIVE BARKER

The Hellraiser is back

Original Fiction

STEPHEN LAWS
BRIAN LUMLEY
KIM NEWMAN

ZOMBIES

On the big screen

PLUS

Brian Tippins
SF News

I HAVE KNOWN NO FEAR AND
WOULD LIKE TO TASTE SOME!

Please send me a copy of Issue 1 of FEAR, Britain's new
exciting new fantasy magazine.

Name _____

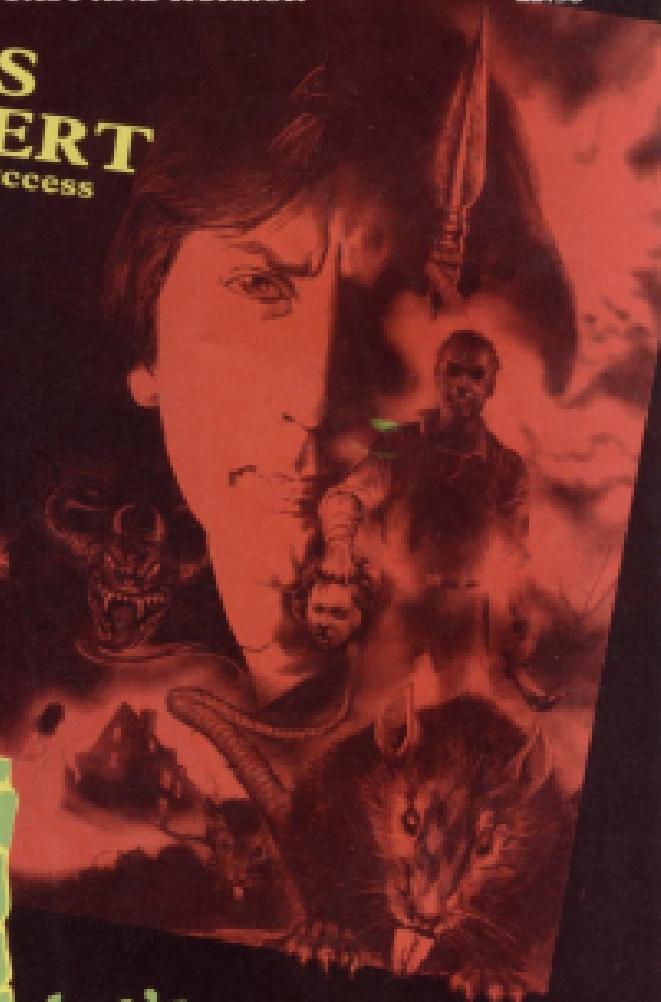
Address _____

Postcode _____

- £3.00 issue 12 (UK & Europe)
- £3.00 issue 12 (Overseas)
- £3.00 issue 12 (Outside Europe, air mail)

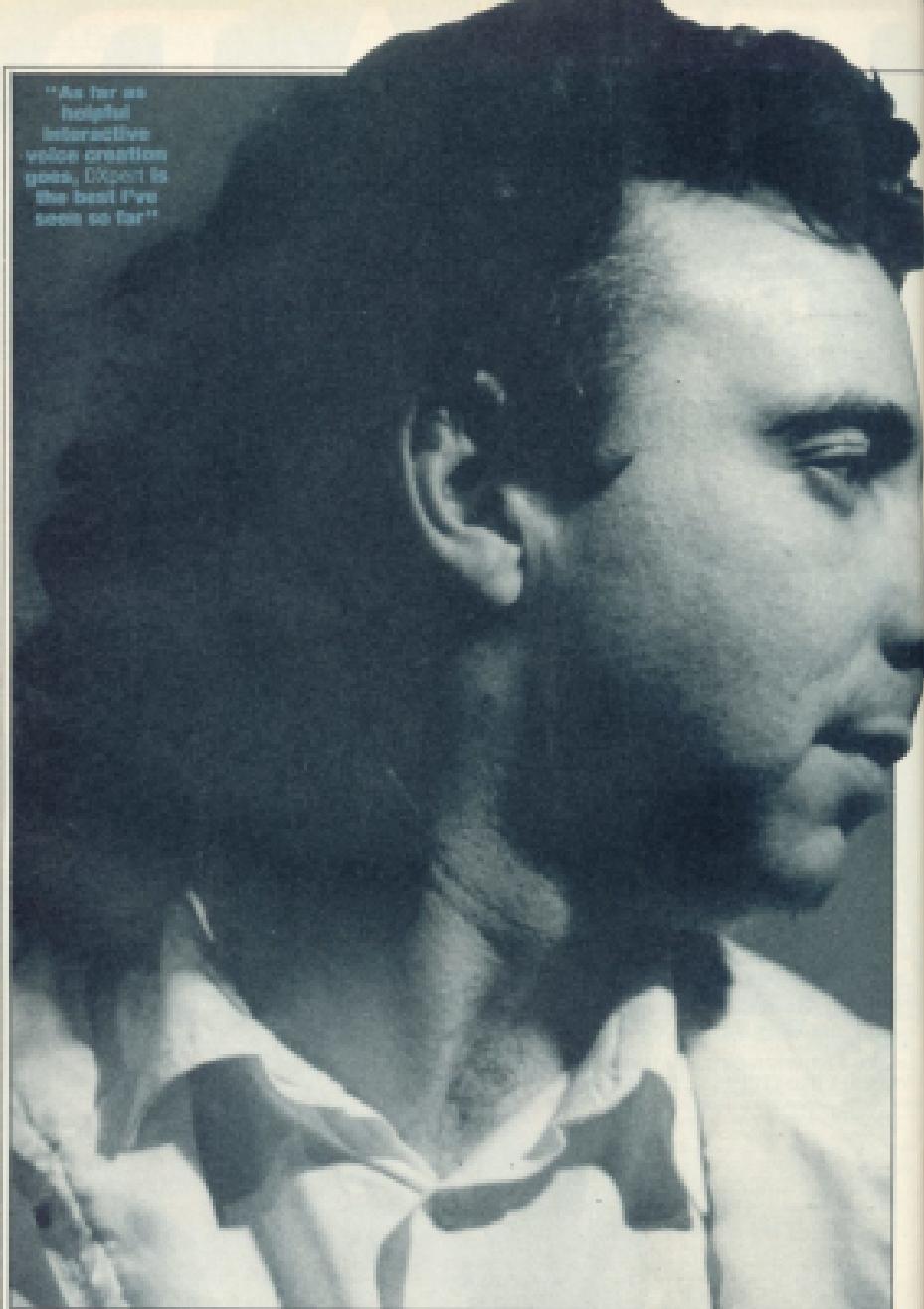
Overseas customers please add £1.00 per issue for airmail postage and handling.

FEAR OFFER, NEWSFIELD, PO BOX
31, LUDLOW SHROPSHIRE SY8 1DD

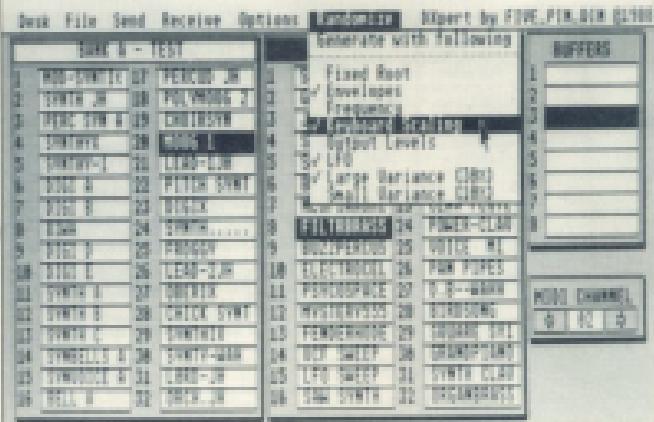


ISSUE TWO OUT NOW

"As far as
heighted
interactive
voice creation
goes, DOpent is
the best I've
seen so far."



MUSIC MATTERS



The ability to synchronize sequencer output in one of Export's unique features

After the past two month's rolling in Archimedes software and revelling in the delights of MSX, Jon Babbs returns to the Amstrad ST for further fun and frolics: there's a disk-based music magazine, yet another DXT programmer and a few of your letters

Music Matrix is a new disk-based music magazine, and I'm looking at that first. The concept is that since the ST has the MIDI ports on board, you can run a disk that contains not only articles which help and inform you to program music on the ST, but also contains some free public domain software and many other utilities that will be useful to music freaks.

The first thing you need, however, is at least one synthesiser/MIDI keyboard hooked up to the ST. Obviously it doesn't concern itself with internal chip. One of the problems in running programs such as this is that you could get too specific in regards to the equipment you are setting up the program to run on.

Although Music Matrix does contain some specific programs and files for specific sequences in issue 1, they have managed a fairly neutral pull and managed to throw in some

catch copyright to avoid copyright problems) and information.

As a rough breakdown, with issue 1 you get a basic program along with half a dozen or so music-related heuristic files. There's a song file that runs on Kawai's K-synthesiser reviewed in TOS 10/84 (Kawai). Find the most popular of sequences, but nevertheless a less budgeted package. A real bonus is incorporated by an all talking, singing and dancing 16-track MIDI sequence which is from public domain but nevertheless quite a sophisticated

piece of software. It saves and restores the songs you create, along with the degree of editing and quantification facilities.

There's also a selection of music stuff written in Z80 basic programs. If you have the Amstrad Super Computer (Amstrad ST 1000/800), there are two programs also contained on the disc. There is also a Amiga version (there'd simply been no time to programme it) to support both commands and notes.

Music Matrix is definitely for the novice, and as such is very useful. Its authors recommend that you use a Roland 502/503 sound module to get the best out of the programs contained therein. However, I would take a rough guess and say that any of the 8-voice FM tone modules would do, provided you want the voices out to ear. One small problem was that the graphics and associated pages would not run on the Amiga version, which is shame - they are in colour and run via TI or medium resolution screen.

Music Matrix receives any input from DXT readers. They are willing to accept articles, acceptance, queries etc. On yes. They are also very willing to take your subscriptions, which cost £35 per annum. It's issued quarterly of course, but hopefully this will become a more frequent occurrence when circulation figures allow.

Issue 2 which is available now, contains an MP3 edition, and samples for the Steinberg Pro 16 sequencer. Their address and contact number is at the end of this article.

More DXT-ing

"Yet another DXT editor! The world is drowning with them."

Actually the DXTping is pretty good (not being rather similar in concept to the various programming packages I've reviewed in previous articles).

All the expected functions are here - the save, bulk load and bulk save, single voice load and save, it will load or export hex bytes of sounds, and you click on the particular sound you wish to edit.

To edit a voice you drag the selected sound to the mix buffer - it also holds up to 16 voices in the sequence edit buffers. Mixing follows the normal routine of a power full of buttons which you can click on to stop.

However, it also has the "fiddiggy" graphs, which are optional for each operator creation. This gives you a screen of a graph with points that can be pulled around to shape up the sound. When you jump to the next operator it retains a shadow of the previous operator's envelope so that you are kept track of what you are doing. Mind you, after about five graphs disposed of shadows from the same section, it becomes a bit confusing working out which one is which.

DXTping doesn't seem to the ability to randomise sounds. Usually this is found on the C16-plus programs, and was first seen on the mother of all C64 vocoder programs - Z-Drop, which costs about £180.

Randomising means that by selecting that option from the menu it runs through the programs within certain predetermined guidelines to randomise the basis for new sounds for you to base up. It generates 25 variations of the sound chosen as a basis. Don't see

"Music Matrix welcomes input from TCM readers... articles, songfiles, queries etc"



Arpegiator allows you to have your sound with its built-in sequencer.

what I did) make sure that the on-screen voice bank has been saved before you overwrite it with the renamed voices.

(Arpegiator is limited in that you can to some extent define the basis on which it will randomize the sound. You can choose to keep the basic sound after the operator envelopes only, randomize the basic frequency, randomize the keyboard scaling, the output levels or the low frequency oscillation. You also have the choice of either having single-note transmission — either 10% or 30%.

As far as helpful interactive voice creation with assistance from the computer goes, this is the best I've seen so far. It certainly gets my vote for DOS 3.3. The voices dumped are also compatible with the Gernberg Pro32 dump utility. Aлагамгерети is Five Pin On software (address at the end), who are the authors of the program, will get you a copy of the demo version.

MUSICAL NOTES

Thanks for the mail. Not that I'm trying to outdo Robin Hagg and the excellent Information book, you understand. I have just packed out a few letters that hopefully will save a few head scratching sessions.

Several people have written regarding the Arpegiator and its MIDI possibilities. Jeremy Lyons from Hollywood in Ca claims, in a little confused note that Yamaha PSSP8000 is a DOS/MIDI interface. So far he is only able to gain access to the keyboard data and volume control programming. Jeremy — volume is a separate control feature.

He might also like to know of a program which will enable him to enter music in score form and control the function of the instrument directly. Lastly, he finds he can send clock pulses from the DMACibus but receive them.

Fifth, the Deluxe Music Construction Kit was mentioned as a full-blown sequencer but as a semi serious fun package. Secondly, the Yamaha PSS series will allow you access to their monophonic effects, but only if you press the MIDI button on the panel, along with a combination of other

"It would be no use buying an extremely complex program to find your keyboard skills are not worthy of it!"

panel buttons.

You would need to read the handbook carefully to engage the different transmission modes that the instrument uses, or clock pulses. As you observe, the DMAC will not receive clock pulses.

As is usual programmers should get this point off to a **Billboard** from Creation in Devon, who has recently purchased the Arpegiator and is developing for software. He also wants a sampler for the Arpegiator. At present software for the Arpegiator is not exactly thick on the ground, and the majority of it is transients.

However, I am currently trying to get hold of some, either directly from the software houses, or from the few importers who have started to do Arpegiator software. Companies to look out for are **Minimix** and **New Planets**, both developers of music manipulating software of a more professional nature than will enable you to do all the things you require.

You could try ordering from the States, but there will obviously be a lack of backup service should things go wrong. However, important for this are not my reasons. The good news is that there is a DOS 3.3 program already available called **MDT 1.0**, which will net you track 2200.

Even better is the basic sequencer package from them, called **MDK**, which is reduced to fit fitting at 640K. This should fit me on my 1.2M issue fits the pants. As should be two programs from **Prestigkeit** — **Musicman** and **Juno**.

The former is again an expensive professional job, but Juno has a price tag of 1200K. Don't forget, potential Arpegiator owners, you will need an interface, and TSM will be looking at Arpegiator interfaces in their next edition future. Checking on prices and compatibility. Remember as well, to check and see if the program requires more than 500K of memory.

The last word is that as yet there is no dedicated bipolar sampler for the Arpegiator available in this country. Although the Arpegiator plays back samples, these have usually been created on a dedicated machine, converted and transferred into the running program.

Only enough system typeing in the reduced cost of Real World's phone chips, into the unit and it would mean that the Arpegiator version of the Dn P software has to be converted to bipolar MIDI sample changes into the Arpegiator and vice versa. See the Arpegiator's internal sound chip. As soon as there's any dedicated sampling hardware available, I'll begin giving you the details.

Anyone interested in the programs mentioned above could try contacting Stuart Ward of 20001 in Ash, Surrey who will be very pleased to dispatch those to you foot suits.

Lots of information concerning anyone regarding available software and what to get.

MDK is available in West Yorkshire, wants to know what the best MIDI software definition is.

First of all you need to decide on your price, not forgetting that you need an interface. If you want to be reasonably serious about the whole affair, you also need an instrument or synthesizer capable of responding to

more than one MIDI channel.

M Hatley also mentions the **Stuttering** Pro 24. This program unfortunately is only designed for the Apple II, but it's predecessor, the Pro 16 is still about for the C64 at about 1995. However, because of the changing sales of music software for the C64, you would pick up quite a bargain if you shop around.

Please bear in mind your own capabilities. It would be no use buying an extremely complex program to find that your keyboard skills are simply not worthy of it. On the other hand if you're fairly adept with the odd digits, it would be of little point getting an introductory fare package — great for entertainment, but not really cut out for the more serious minded user.

If I had to produce a list it might run something like this:

Advanced Music Systems

SoundFest

Jewell Music Packages **Jewell**
Song sequencers **Song**
Stuttering Pro 16 **Stuttering**

For evaluation on the point mentioned earlier through the Christmas 87 edition of our sister magazine **20001**, in which you will find a full size survey of Commodore music soft- and hardware. Most of these programs will be around £10 each hard enough though.

In that survey I also looked at the **SoundFest** which was marketed through Books amongst others. **Matthew Waller** wrote asking where the additional software was which could programme voices. The original system, which came complete with a five octave keyboard was marketed by **Music Sales**. They'll be happy to send you the editing software for the previously sum of £20.00.

Next month I'll be taking a look at a range of expensive and ultra efficient sequencing and recording packages — **Activision** — and preparing a few more of your questions (post to the usual address). I can't guarantee personal replies, but the best of the bunch gets into print.

If you're wondering what happened to the review of AA, that composition program, well the truth is the review didn't work at all, and unfortunately I was unable to get hold of an uncorrected version in time to do it justice. Sorry.

Make a special note that next month a issue of **20001** has a music supplement — an eight page special, though with information about keyboards, modules, drum machines — all of the less budget end of the market to fit your pocket. Plus a unique cassette (after going pug). It contains an hour's worth of music especially created by my goodness, using much of the equipment reviewed in the past and present, both in the supplement and this column. A detailed how-to box describes how each patch was written, assembled and recorded will also be included in the supplement. £0.99, though stamped delivery, now shot up £1.

Five Pin **Box Software** 27 Aspinwall Avenue, Cambrai, Bury St Edmunds, UK. Tel 0286 71 4997

Music Matrix 22 20001 71 4997
Music Sales 11 21 434 0000
0800 700 0200-030000

Vehicles will communicate without help from humans ...



Driving us

Henry Ford once boasted that you could have a car in any colour, as long as it was black. Mel Graucher knows that's all changed — now you can have a car in any colour, as long as it bleeps.

Designed by computer. Built by robots. Driven by sensors. That's the way it looks at the moment for the motorist, but anyone under the age of 18 may never know the joys of running out of fuel, losing their direction, being stuck in a traffic jam, having their parked car getting smashed to a pulp in a multi-storey pile-up.

Before they are old enough to take their driving test, hi-tech gizmos will become standard features on the humble motorcar. During the next five

years, on-board computers will be transforming motoring machines into something more like an arcade game. The next generation of cars is set the drawing board, and some of the cool gadgets are already with us.

Teeling, teeling

Everyone reading this will have played a racing or a flight simulation at some time, in the arcades or on a home micro. And several driving schools have linked the sites and equipped themselves with drive-in simulators.

With cartoon-style roadways on video, a steering wheel, pedals and seat attachments, they'll all but leave less for learning how to drive the real thing.

If anyone wants to make a real film, get out and video several hours of simulated driving scenes and forgetfuly as feedback training exercises for other non-drivers nearby. Then go home and connect up some computer-generated cyclones, lightning bolts, shiny daggers, traffic lights, and similar inconveniences. Better pass the whole lot onto a long-standard CD-ROM and programme genuine sound effects, weather conditions, sounds, driving difficulties, and the random element.

Next, sell the whole package off to the British School of Motoring, and send me a small royalty. Don't forget the self-taught Highway Code option — the bit where you go hopping along

"The next generation of cars is on the drawing board, and the sci-fi gadgets are with us!"

and arriving at 00000 o'clock.

Distributed computers that actually work properly do exist, but there have been teething troubles. When we tested the launch of the MG Maestro in April 1987, Miles is the past, who would like to forget it. A computerised voice, chillingly like Margaret Thatcher at her most patronising, informed the hapless driver about seat belts, empty tanks and personal hygiene, but at least the computer responded wiser than me.

The 1984 Audi Quattro had a built-in safety check system that sounded

driving a Humber Scimitar in the fast lane at 40 mph, your Prometheus will be warned by an on-board Prometheus in another car travelling in the opposite direction.

In addition to this, information can be fed into the system by the AA, RAC, GPO etc., via road sensors every five hundred metres, fed by satellites. This information will cover everything from roads to parking spaces, and between the driver's wheel to turn off to avoid the hedges up ahead. This advice will be spoken by synthetic voice and transmitted through your car radio.



For ultimate protection - the Harry car

crazy

like an asthmatic rabbit when you pull up the clutch release, and the final computer print-out showing why you just failed your test (including body count, where appropriate).

False starts

It's got a novelty computer read-out on the dashboard of my present (break-out) motor.

It's manufactured by an oriental outfit named State. It tells things like how far my current destination is from home, it will check the time, fuel, temperature, household gas, and tell me what time I will arrive, how many miles I am getting to the gallon, when to fill up with fuel etc, and even how this trip is going compared to the last one I made.

Trouble is that during a recent drive down to Spain, it assured me that I was getting 8.25 miles to the gallon

"A computerised voice, chillingly like Margaret Thatcher, lectured the hapless driver about seat belts"

more like a high-class Poshie, who managed to offend so many drivers that he was replaced by a less off-putting display by a less off-putting computer. Like it or not, Computer and Prometheus, and developed to fast in vehicles, with a huge consortium including Renault, Ford, Daimler-Benz, Porsche and others, the in-car supercomputer will be hitting the road next year.

Promethean

I suppose it has named their electronic baby Prometheus because he was the Greek Titan who made a cyborg out of clay, unthought man how to use his (which he had nicked from the sheep gods on Mount Olympus). Unfortunately, Prometheus ended up chained to a rock with an eagle ripping out his liver – a fail which still seems to have manifested.

Anyways, the Promethean computerised communication system allows cars to exchange information with each other, but without any assistance from their human drivers. If there's a heavy load up ahead, or a bare cobble taking place, or a three-mile traffic jam of hold-ups, or specially planned environmental roadworks, or biological warfare, or worse still, one of those blithering old farts

The Harry car

Powered by the Japanese, mostly followed by the Americans, Germans and Swedes, the computerised Harry Car will protect the thoughts of drivers. If you insist on driving into brick walls, or sit long bags out from the steering column within a few milliseconds, and protect your head and torso against the impact.

If you don't remember how to put air in your tyres, wait on your indicator or sit in your car, Harry will gradually steer you closer and warn you that the vehicle will crash/house-explode unless you turn it with more consideration. If you try and squash the neighbour's baby while reversing, Harry will look like a swarm of bees and float like a swarm of mosquitoes. This is performed by radar, which detects any object more than six inches off the ground, weighing more than two pounds and within a range of three meters from your rear bumper. The whole Harry package adds around £150 to the cost of the car. For an additional hundred, you can hand over control of your lights and windows to Harry's electronic sensors too.

Virtual image displays
There's a town in Indiana, USA, with the unlikely name of Kokomo, where

General Motors are playing with an interesting key which will be appearing in a limited number of production models within the next five years. The Virtual Image Display shows a conventional key-out of dashboard data and digits, but they appear to be two or three steps, about a fifth turned.

Like the best sounding keys, this is an electronic key, carried in each tire, the panel, and the driver wears the digital or instrument panel instead of the panel itself.

The idea is not as odd as it sounds, because shifting your eyeballs focus from the road to the keys is one of the most thing aspects of modern driving, especially at night when you eyes are fatigued by something who refuses to stop his headlights. This self-aligning lights have been demolished. The HID system only needs 100 stations, and not only costs good but is a definite auto sales item.

Head-up displays

Alternatively, another handheld dollars on the price of your new car. General Motors have got a head start. More, in 1990 it implemented its Head-Up Displays (HUD) - remember your light switch on mass production models, including the humble Buick Regal. No pull-pushing required. The pull-pushing would still want to be without a HUD, which does mostly what the VDO will do, but in spectacular fashion.

The idea comes from the cockpit of fighter-bombers, where pilots must keep their heads up while checking their instruments. Of course, the men out of their seats with rapid shooting. The HUD projects your speed digitally in the windshield, but drivers need not fully belief where the honest bridge would stand. Even if only those body can move, I think it's never mind the other car. No need. Its images can be adjusted vertically, to suit drivers and pants, and HUD also presents warning for low fuel, unhappy engines problems. Colored detection indicators. Unlike the Virtual Image Display, HUD is definitely a gimmick, which does not replace conventional displays, but is in addition to them, and the Silver has the option to switch it off.

'Elio, 'eilo, 'eilo

Car manufacturers like BMW and Volvo fit Burger alarms as standard to several of their models, and Chevy prints are made by companies who fog alarms, steering wheel locks, hand-break changes, ignition cylinders and all the other fast-to-access devices which prevent car thieves scat. But for \$100 dollars on the price of the car, the E-RAY system really does work.

Activated in much the same way as video remote controls and today's electronic keys - which lock and unlock your vehicle with a wave and a click of a memory-locked icon - E-Ray links to the car's computer and tells it that you are friend and not foe. Not only does it lock/unlock all the doors, boot and bonnet, it will also adjust the mirrors, seats and steering column, from its memory, to suit individually programmed drivers.

To beat the thief, E-Ray continually

sends out electronic sensors, and if it doesn't detect any electrical happenings inside the car for longer than 30 seconds, it goes into secure mode. The fuel supply is cut-off, and the starter gear cut-off, and any tampering without the correct electronic key will result in a blinding screen on the system.

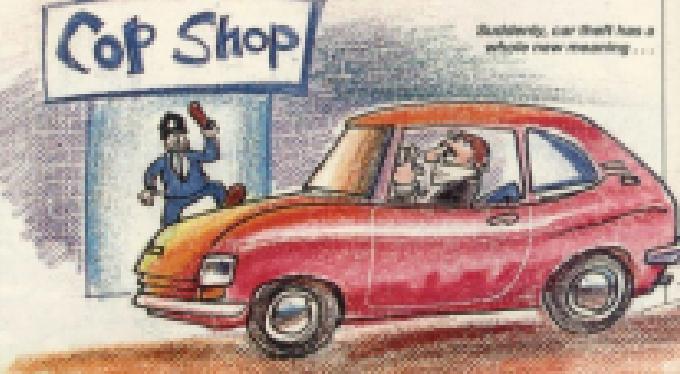
For the easily-victimized members of the Law and Order brigade, there are no rules which don't like stuff, they positively welcome it! These wicked motors happily allow themselves to be

Route sixty-six

By now most folks readers will have heard about easy on-board navigation systems using CD-ROM and a dashboard map display. Large numbers of these systems are already operating in many US service stations, where a driver can dial up a printed or wire-drawn route in the UK, complete with the latest information on the weather, road conditions, accident black-spotted road works.

CD-ROM generated route finders will soon be a luxury option for anyone who has difficulty reading a map and a wad of cash to spend like a cheapo version is being developed that uses

Bluetooth, car itself has a whole new meaning . . .



bluetooth and driver away, but after half a mile they change a cell of their own. First they send their positions up and lock at the door, next they cut off the fuel and ignition. Finally, when the thieves are nicely locked up and stricken, the horn begins to bellow and the headlights flash in joy and delight.

Buggy ride. Both systems display gridded road maps on a miniature full-screen monitor in the bonnet, and the CD model has a speech voice option which tells the driver exactly where and where to change direction, and make turns.

Is there anybody out there?

Maybe the most bizarre aspect of computerized cars is the fact that as they become common, the 1990s will see it beginning at the end of rush hours and throughout the office, shops and school. With the computer, houses and porches will suddenly allowing people like me to work anywhere, any time. And electronic shopping, banking, communicating - and the like - will free whole sections of the workforce from the tedium of unnecessary travel, from weekly shopping to daily commuting.

The longest concept of "driving for pleasure" will certainly disappear, but although computers will still be used, it will also become easier and learning. Even the humble Montego of 1980 has an on-board computers monitoring performance at hundred times a second. This day will surely come when we park back with often passengers and passengers the same when we could run out of petrol, get out and run over a hedgehog without some uncoordinated robot snapping our wrists and driving us to the nearest Social Pj education centre. Beep! Beep!

DON'T MISS THE MAD SCRAMBLE FOR



OFF-ROAD RACING

+ Your chance to win a fabulous Kawasaki KDX200 in our 'Mad Scramble' Competition

See the bike at the PCW Show.

For details of the competition see the info card.

Put your skill and your driving skills against the clock and compete controlled opponents in challenge for the Victor's Cup. Off-Road Racing is a test of speed and survival. Customize your vehicle and prepare to race over the world's toughest terrain.

Four of the toughest, roughest courses you can see the ultimate driving challenge the Georgia mud flat, the Michigan Winter Woods Off-Road Valley Track on the Baja challenge, Sonoma, icy and and desert all combine to make Off-Road Racing the most hazardous road game yet. It makes the Grand Prix look like child's play.



IMPOSSIBLE MISSION II



Also available
Impossible Mission II the return of Edwin Stenbender

CBM64/128 &

AMSTRAD £9.99 tape
£14.99 disk

SPECTRUM £8.99 tape

AMIGA £19.99 disk

IBM PC £24.99 disk



CBM64/128 & AMSTRAD
£9.99 tape £14.99 disk

SPECTRUM
£8.99 tape

AMIGA
£19.99 disk

IBM PC
£24.99 disk

Epyx

comfort and ease of use become a major factor.

I can only say from having used a dozen types of everything else you have read in these two columns, nothing has come close. By the time you've yourself invested in your hard-earned portion of the software that exclusively appeared in the magazine — like the Prodigies Macintosh and the APC 286-40 — and make up your own mind.

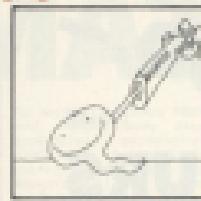
MJ Whysner, Product Manager, Personal Video, JVC (UK) Limited

Please forgive putting an adulatory as Whysner ... er ... to you. But ... or next month maybe?

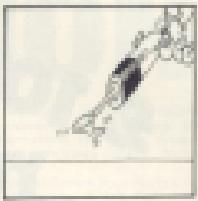
CUTEY-POO GIVES BLOOD



PREP



TEST



RESULT



PERVERSE PROS ARE A BEAUTY

Dear Games Machine

I've had enough! The letters page has become dull and boring. It's full of intelligent and moral comment on the state of computing today and leaving about how DOS should be improved (MAY/JUN '87).

More fat at the computer's glute? Where are all the letters about pictures of naked women regarding homophobia? Where are all the comments to better than yours? Where good ones. Another? I nominate, Dr. I. A. Ackerman, specifically a disengaged, Where had he been in the promotion of the education of teenagers? Thank you Mr. Fapper (MAY '88).

Any fat that the subjects are going to be used to the writer of the first column and will brought and letter? The last stop here! There's a more comprehensive

Brian Coxon, Bath.

This George is better than anything since the Wizard, all Romance and MC2 owners should be deported to Japan where they can have all the software they could possibly want.

More恭禧ing about DOS, if you don't like it — DON'T BUY IT!

Many people's portions of naked women is printed on computer magazines? (See page 3 of this issue, I know what you'll think with a 1986 issue.) If one of these sites were "virgin" from old like school? Only Mac would remember anyway. Let's have some decent respect for the Dragon, Osborne and Z80.

If that's not what you get in writing, nothing will.

Disclaimer: The above was written under the influence of an obscene hallucinatory drug. Hardly any of the views expressed are those of the writer.

and the idea of playing with a woman as she were a virgin is too undignifying — the sociopaths who thought they should be humiliated put them for the good of society.

Robert Crosswhite, Kilkenny, Limerick

An brilliant idea Robert. If all the MC2 owners who wanted to do so went to Japan to play with women, there would be more left for us!

A MEAGRE CONVERSION

Dear Games Machine

Every Amiga owner in the UK must be fed with software conversions such as Z80 Gold. These are the best value available to improve the Amiga version of a game. If someone bought an Amiga other than an 17" because of its superior capabilities, they should feel free to play games realising that they have the best version

INFORMATION

These computers until the XT version and then transfer it through only the floppy. They then have the disk to change on. These owners, on code five pounds Electronic Arts, on the other hand, are doing things right and getting the same from their licensed importer S. Mandell, London.

"Capacity," that potential etc, are all buzzwords — and like all buzzwords, sometimes spurious, sometimes not. Whether software houses realize the "real potential" of a machine is something that the majority of players (over 80%) recommend in this issue, surely uses the stronger power which yet our Amiga's, the fat lot, continue to produce. And you can't have all these light-cycling around the screen for weeks. Perhaps we're all becoming less fleshy. If you enjoy a game then that's all there should be to it. Dream off ...

NO PET NO FEAR

Dear Games Machine

In Africa Death by the same pet who used to share Petely Peppery? It's not that the owners especially the teenagers and suspenders based in every corner.

Secondly, why don't you have a number of programs results in C64 and 128? I've produced a disk of my own and you're thinking of the idea already. They're connected!

Finally, I haven't seen IBM anywhere now and like you say you can actually buy it from the telephone?

Mark Williams, Wimborne.

Not Wimborne, Britain has never done anything before in this field and that's strange given the money's there!

C64 recently lost its last three companies, and almost regularly features art programs. IBM will be producing the best of the Computer Art exhibition after the PC Show, and encouraging more original material themselves.

PC Show is available throughout the country, so why not contact me to tell you so and your name and in order to keep you in touch, issue 2 is out now.

Please for the price, we especially like it!

So what's going down, up or up-syphons? Still applying to us? Anything to complain about you people, not? Not to complain? Write to PEGASUSPRESS, TQ2, PR1 2AT, 10, Chelmsford CM1 1BB — we're there to listen.

A SWORD WORTH

£1000.-
CAN BE
YOURS

WITH

DRAGON SLAYER

AND



SEE YOU AT THE PC SHOW!

DEALERS PLEASE CONTACT THE EXCLUSIVE SALES REPRESENTATIVE

THE SALVATION ARK, 100 LONDON ROAD, LUTON, LU1 1EE, ENGLAND

LAME PRODUCTS AVAILABLE AT THE 1985 PC SHOW, 16-19 MAY 1985

CINTRONICS LTD

AMIGA SOFTWARE

	ATARI ST SOFTWARE
ARCH	£19.95
BABY MOVES	£19.95
BALANCE OF POWER	£19.95
BARBARIAN PALACE	£19.95
BIOMIC COMMANDOS	£19.95
BUGGY BOY	£19.95
CARRIER COMMAND	£19.95
DEFENDER OF CROWN	£19.95
DUNGEON MASTER	£19.95
FOOTBALL MANAGER II	£19.95
FOUNDATIONS INSTITUTE	£19.95
GARRISON II	£19.95
GREAT GLASS SISTERS	£19.95
GREGORIAN	£19.95
BLADE PARKERS	£19.95
KING OF CHICAGO [®]	£19.95
LEATHERBACK	£19.95
ROADWARS	£19.95
REBEL X-FIGHT	£19.95
STREET FIGHTER	£19.95
SUBMOLLE SIMULATOR [®]	£19.95
XENON	£19.95

* For complete UK VAT registration see page three

Postage extra. Please make cheques and postal orders payable to CINTRONICS LTD. All prices include postage and packing in UK. Overseas rates (Europe and £1 per item). Outside Europe add £2 per item (Air Mail).

Richard House, 16-18 Merton Street, London SW1N 7EA



COMPUTER REPAIRS SPARES

SINCLAIR QUALITY APPROVED REPAIR CENTRE

HOW TO GET YOUR 48K SPECTRUM REPAIRED FOR ONLY £19.95



ARE YOU ANOTHER CUSTOMER - fed up waiting weeks for your estimate?

Is your computer repaired? Then send it in for a free estimate and if you're not, we are able to repair your 48K Spectrum at the lowest price of £19.95. And don't worry about your power supply if it's damaged, we will repair your computer while you wait anything over £100 off your repair bill.

Please note: a 10% deposit is required for all repairs. Payment is required by cash or cheque.

Please note: we give you a 100% free-Roof period of 12 months which includes replacement and labour. If a fault reappears under these same criteria, please contact us, we offer 10% off the original repair. Your computer will be returned to you in working condition for quality inspection. When the user's computer fails again, we are offering a further 10% discount on the repair. If the fault occurs again, we will repair the fault and charge a flat fee of £19.95.

TEN ★ REPAIR SERVICE

- We repair most 8086 based computers
- All micros including Amstrad, BBC, Sinclair, Apple, Commodore 64, Spectrum 128, 48K, 64K, 128K, 128K+ and 128K+ +
- Fully functional television tuners
- Video games from £10.00 upwards, plus postage and packing
- Computer monitors up to 19" including colour
- Interactive video game systems
- Interactive schools and colleges
- • •

• We repair most 8086 based computers

• All micros including Amstrad, BBC, Sinclair, Apple, Commodore 64, Spectrum 128, 128K, 128K+ and 128K+ +

• Fully functional television tuners

• Video games from £10.00 upwards, plus postage and packing

• Computer monitors up to 19" including colour

• Interactive video game systems

• Interactive schools and colleges

FREE OVERHAUL WITH EVERY REPAIR WE DO -

We correct layout, round keyholes, check the heating and cooling chip, even your heatsink! If you have a fault, we repair it. Check us at 100% including any virus and replace what is needed. All for an inclusive price of £19.95 which includes VAT, parts, labour, return post, packing & insurance. The hidden extras elsewhere.

What's more, we can offer you a free computer for a limited time due to advertising we may not take an offer if you've got one board or additional charge.

URGENT NOTICE: Most of the latest software (Windows, Business packages, etc) is incompatible with the latest versions of our repairing equipment. Therefore, if you are experiencing difficulties with your software, we recommend that you purchase the latest version of the software. This guarantee applies to software purchased after 1st January 1985.

THE VIDEOVAULT COMPUTER COMPANION

EDITION NOW HOT OFF THE PRESS

Now, after 18 months of planning and developing over 100 pages of valuable information for all computer users, game players, business software users, book buyers, disk users and just about anyone who uses a computer, comes the first issue of the VideoVault Computer Companion. It's a super value for money book, 32 pages full of in-depth quality articles to keep you busy for days.

VideoVault
Ltd.

One Kingsway, London, WC2B 3ET, United Kingdom.
Tel: 01-580 6614-6770. Sales and Office: 01-580 6614-6770.
Newspaper and Books: 01-580 6614-6770 while you wait 01-580 6614-6770.
Software and Games: 01-580 6614-6770 while you wait 01-580 6614-6770.
Books and Games: 01-580 6614-6770 while you wait 01-580 6614-6770.

© COPYRIGHT VIDEOVAULT LTD. 0850271 FAX NO. 01574 829460



INFORMATION DESK

Robin Hogg is once again let out just long enough to peruse through your letters posted to TGM's Information Desk.

We kick off with an email from **Hampton** in **Midlothian** who asks . . .

Hi Flight Simulator 3 available for the Commodore 64?

Flight Simulator 3 from **softdisk** is available in the UK through your local dealer at £27.99. If they can't help then try **Microdriven International**, **Monarch House**, **Hill Third Avenue**, **Dundee West Industrial Estate**, **Dundee**, **Scotland DD1 1PR**, **UK**.

Send a note to **Hammermith**, **London W14**

I recently purchased an **Ageia Video Games console** which is compatible with existing 28000 game cartridges. Unfortunately, I'm having difficulty releasing the cartridges. Could you please give me a list of suppliers?

Anything to help a lady in distress. The **Silicon Shop** has extensive stocks of Amstrad products, including VHS cartridges, and their main address department is at **1-4 The Mews, Althorpe Road, Silsoe, Bedford MK4 1JZ**. Tel: 01234 300 1111. Alternatively, phone **Big Atom** (0117 329 7770) for details of your nearest dealer.

Closer to home (my home anyway), **Computer Games of Heath**, **West Bromwich** want to know . . .

What books do I need to learn to write assembly language games for the Amiga?

The **Amherstes Assembly Language Programming book** covers all aspects of coding and could be used for any application desired — Games in your case — though it is not specialised. The book is no longer being printed, but a copy may be obtained

from **Computbooks**, **2 The Mallards, Mottewood, Bognor Regis, West Sussex BN1 3EP**.

Riding off hairy bengal ponies, **cowboy** games of **Bilbo** in sunny Spain is a hogger to adventure games and anyone there is not but wants to know . . .

What is the following is best suited for a novel like **War**, **The Pagan**, **Justine**, **Knight Of The Gnome** or **Guild Of Thieves**?

Resident adventure-wizard **Rain Street** put down his bottle long enough to recommend **The Pagan** as being relatively easy to begin with. Even better for the novice adventurer is **Messengers** or **Whistleblower** by **Infocom**. These are available on disk-only for practically every machine except the Spectrum and BBC. **Agacdo** also asked a question regarding the



Dragon's Lair laser disc system, **arcade** version, of **Brookwork**, **Gloucester** effectively asked the same question:

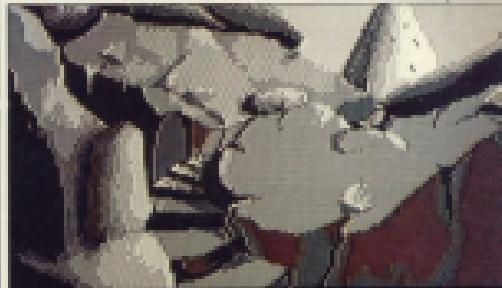
Where may I obtain a cheap laser disc player to use with the game, and where can I get the interface cable?

Laser disc players are very hard to find hold of in the UK. Many manufacturers

no longer produce them, and others only stock expensive professional machines. As you are buying on a budget, **newspaper classifieds** readers, preferably those with no-freedom equipment

Amiga owner **users** **Association of Heating in Berkshires** isn't too crazy about **Crash Game** from **TIGA**.

Where I need your review of the game in the February edition of **TIGA**, I request



End of the line. An adventurer in a steaming arctic tundra, riding a horse with no tail.

The Power is no easy to complete but simple enough to get into

specialisation, would be the best source. The interface, on the other hand, can be easily obtained from **Microdriven**, **EPS 88**. Martin continues his letter by adding . . .

To whom did I send off for the actual laser disc and can the ordinary **SCSI** be used for the game?

As with the computer cables, Microdriven can supply the laser disc, costing £99.95 including VAT software, at **PO Box 96, St Austell, Cornwall PL25 4JG or 01720 662620**. With the relevant software and laser disc purchased, a standard SCSI can be used. Changing the subject slightly (but definitely getting his money's worth), Martin continues . . .

Hi the **Epoch LC-5000** printer compatible with the **Jamma** 500 and how much does it cost?

The LC-5000 is compatible. Plug it into the parallel port using a standard interface. Bill Riedel is a printer driver to run it (available from **Amiga User Group**, **88** Middle Street, **Ladbrooke Computing**, **HS 07710 21174**) after free delivery.

My copy is different. It doesn't give as much extra time when passing through each stage, and, among other differences, there are no sound effects on the game over screen. Is my copy faulty?

Our copy of **Crash Game** has disappeared, so I couldn't personally compare it against any differences you may have. Then software hasn't yet produced one version for the Amiga, so there shouldn't be anything wrong with the one you have — the differences you mentioned are part of any other copy of **Crash Game**.

A previous inquirer to **Information Desk**, query was of **Cheetahs**, writes again to ask . . .

Does anybody make road stretchers for the Amiga?

After pressing the left Amiga keys together with Control key results the machine to work unlikely. Has given up . . .

Auto California Games, **The Last King**, **Super Hang-On** and **Crash** **Dragon** coming out of the Amiga?

California Games has been delayed but it's planned to come out in the second week of September. Super Hang On has no release

date yet, but the ST programmers of the game happen to rewrite it for the Amiga. As for The Last Ninja, there are no plans to convert it just yet, but who knows? Double Dragon was converted in TGM 619 yesterday morning with an Amiga screenshot. On the subject of Amigas, no answers of Bangles in Mayfield has problems with his...

I want to add a RAM expansion in the future. I'm considering Commodore's own AD40 RAM/Clock expansion. But I have concerns about what might happen if my machine was infected with the virus. As the chips in the expanded memory is battery-powered, would the Amiga start the virus even after the computer was switched off? Would removing the RAM cartridge and then putting it back get rid of the virus, and would that damage the Amiga itself? How long does the battery last and can it be removed?

Phined. Fortunately the virus is not held within RAM occupied by the battery-powered clock — while removing the RAM pack every time would wear the connections away and eventually damage the machine.

To take a break from the more serious side of computers, here's a quick tip for the Sega game *Aladdin* in Milesdale Marketplace at supermarket of Middlesbrough in Northumberland.

On the second water level with the teleport power and punch, the octopus that appears in the room at 4 dies. Then push A, then, whenever you see the Octopus's tail and you should find a secret level. There past find lots of coins or money to collect and an extra life.

And talking of machines tonight, the PC Engine hasn't never, and among them is one from Andrew of Middlesbrough, West Midlands with the million dollar question:

When could I have probability thousands of other people get their hands on the awesome machine and how much will it cost?

Unfortunately BBC have yet to decide whether the PC Engine should ever be released outside the Japanese market. Certainly there is no possibility whatsoever of



PC Engine, starring Japan, charms visitors here

the PC Engine being available on the British High street this year. As for next year, maybe, but BBC are still considering whether the machine would be a success. To put all on your shoulders, NEC have sold 100,000 PC Engines in Japan priced between £199, and £129. Games cost approximately £50. Moreover NEC plan to release a PC Engine CD-ROM this autumn — in Japan only — which has 500 Mbytes of memory. It is said, however, "to pursue some rather unusual games". NEC intend the PC Engine to be the core of an entire home leisure system with various applications as well.

Next we have a user of York, who is also English and — but only when he's playing Starman's adventure game *Locomotion*. Still Larry in vehicles has now come up against a problem.

Am I stuck. Among other things I can't seem to get the pole off the window sill from the fire escape. How may I obtain the solution to this and other problems without having to write to Starman in America?

Try writing to Electric Dreams, Telephone House, Trentham, Trentham, Southampton SO1 1PF — they should help. Another adventure, a user of Abingdon, Oxfordshire wants guidance concerning the Infocom adventure wrapped up in red-tape, *MazeEngine*. We've had any hint books

available for this adventure? If so could you give me more details.

Amiga-plus books are available at £12.99 from Actionware/Medialogics, 23 Pond Street, Hammersmith, London. Another resident of Cheshire, James from Macclesfield, asks about life, the universe and ST software.

Am I looking for software to translate ST BASIC programs into a higher language such as machine code? What do you recommend?

UDK-Basic Compiler will work with old versions of ST BASIC priced £88.95 (American product price) and is available from Silico Shop (see above for address).

MX3 comes in a range of Thundersoft Health in Surrey ask for help with our old only has Thundersoft MX-10 but his Philips VG-1200 media system, both of which have developed problems.

My HI-FI could be fairly internally because components such as RIM fall to measure. What can I do about it?

The best advice indeed sound internal and your best bet is to take it back to the retailer who sold it to you. If that's not possible, you could send it back to Toshiba but those likely to take a long time. Alternatively you might contact Argossoft (see below). Mr Simpson continues:

Also my MX3 is possibly faulty in that there is no picture without sound and

vise versa. Do I need a modulator or speech lead, or is it an internal fault?

In all likelihood you've got a European model MX3 which hasn't been converted for the different television standard we have here. One solution would be to buy a modulator, another would be to contact Argossoft. They might be able to sell you a modulator, but it's more likely that you'll actually have to send your machine to them for modification. Their address is Argossoft, 142 Woodcote Lane, Moseley, Coventry CV2 2TU Tel (0203) 618666. He concludes:

I have no user and reference manual for my MX3. Would Philips or Sony be able to help me? Or could you give me their addresses?

Sony, unless you speak Japanese or German you're stuck. Since the machine has yet to released in the UK, English manuals are unavailable.

Well, that's it for this month, but in next month for the definitive *Amiga* of tips and get more problems solving. If you've any tips, maps, computer or electronic entertainment critics please, translate them into a full-blown, informative TDM production by writing to INFORMATION DESK, THE GAMES MACHINE, P.O. BOX 10, Ludlow, Shropshire SY8 1BB. You can also REM us with I-O TDM.

HEROES OF THE LANCE

ARCADE ACTION

HEROES OF THE LANCE makes the first computer action game that recreates the epic battle between good and evil on the world of Rydia.

Controlling eight Companions, each with different specialized attributes and skills, guide these brave adventurers deep into the treacherous realm of the treacherous Gob Trolls to retrieve the precious Disk of Malakai.

As you descend into the Abyss, the Companions must defend themselves from giant spiders, skeletal combatants with powerful magic and survive the onslaught of attacks from giant spiders, skeletal combatants and creatures of other realms. But your final obstacle makes these monstrosities insignificant by comparison. The platinum disks you seek are guarded by Khandaar, an ancient black dragon. And there is but one way to vanquish this mighty beast...

...and the only knowledge Khandaar has is you are doomed to failure.

CD-ROM
10.9 MB
CD-ROM disk
SPECTRUM
MUSE
16 MB RAM
EGA/VGA (16-bit)
MMX
16 MB RAM
DOS 5.0
IBM PC
ACORN RISC
16-BIT
MCGA
16-BIT
VGA
16-BIT



Advanced Dungeons & Dragons

Advanced Dungeons & Dragons
Heroes of the Lance

CD-ROM

Dungeons

COMPUTER



OFFICIAL Unicef S&D Dragons

POOL OF RADIANCE

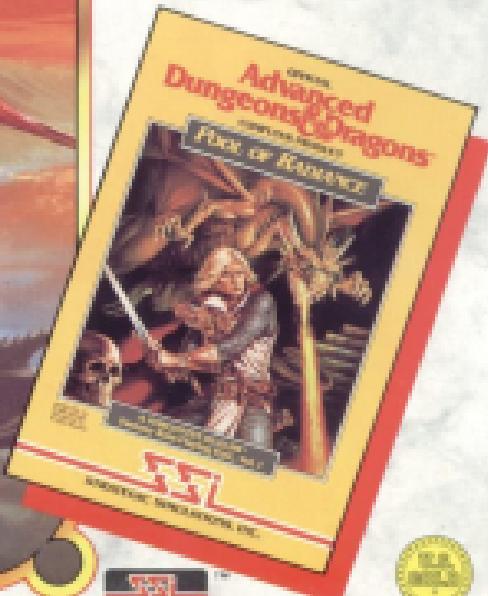
FANTASY ROLE PLAYING

Located on the northern shore of the Missouri in the Tongue River Basin, the Federal city of Phalen had been created by miners led by a courageous leader. His quest answers the identity of this wild place.

Peter of Bakhoutz authors *Adventures in the legendary Advanced Dungeons & Dragons™ Fantasy Role-playing System*. No detail is spared including 4 player characters, numerous customized non-player characters, the Adventures' Journal packed with history, maps and charts and the Translation Wheel that converts Elvish and Dwarrowdelf languages English, the geometry of heraldry and the graphics code of the art - packed displays, 3D perspective, tactical combat display and personalized weapons options come to form the ultimate breakthrough in fantasy role-playing computer games.



ОГЛАВЛЕНИЕ



TYPHOON



Soar through
severe weather zones
of flying death in
your armour-laden
helicopter, stream
through the skies in your
F-14 as you take on the
unstoppable Typhoon hordes of
monstrous invaders whose sole
intent is total domination of the
Earth. The storm is raging as the

KONAMI
AMSTRAD
TYPHOON

war is being fought in
the skies.
TYPHOON is the
Konami computer game
for your Amstrad machine,
featuring fast shooting and
3-D, frenzied dog-fighting,
and includes a vast array of deadly
weapons. Six levels of pulse-pounding
excitement, each culminating in
a devastating adversary.



CASSETTE

COMMODORE
AMSTRAD

SPECTRUM

DISC

AMSTRAD

